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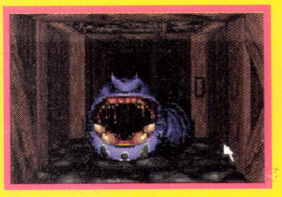
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FREDDIE PHARKAS, FRONTIER PHARMACIST

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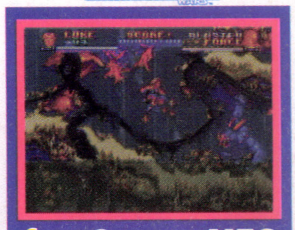
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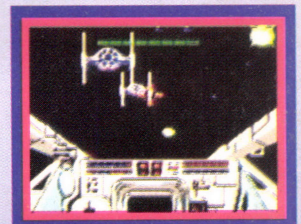
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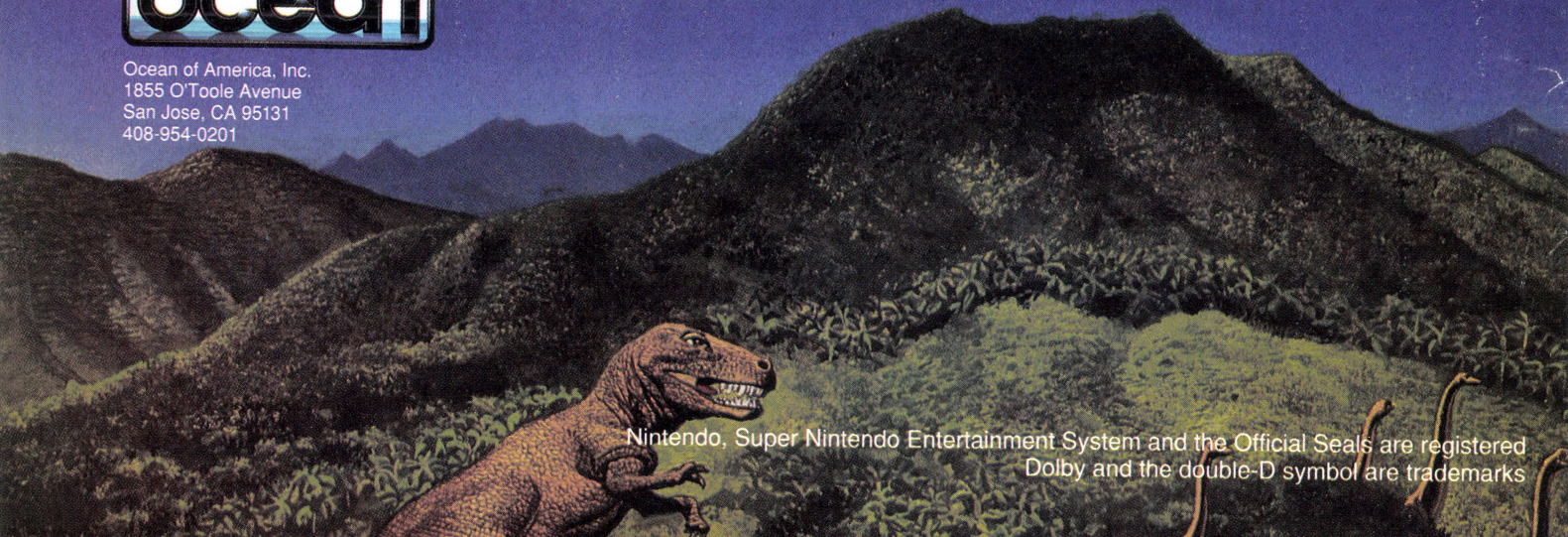
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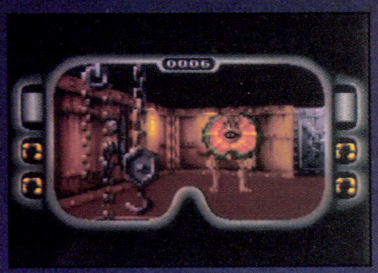
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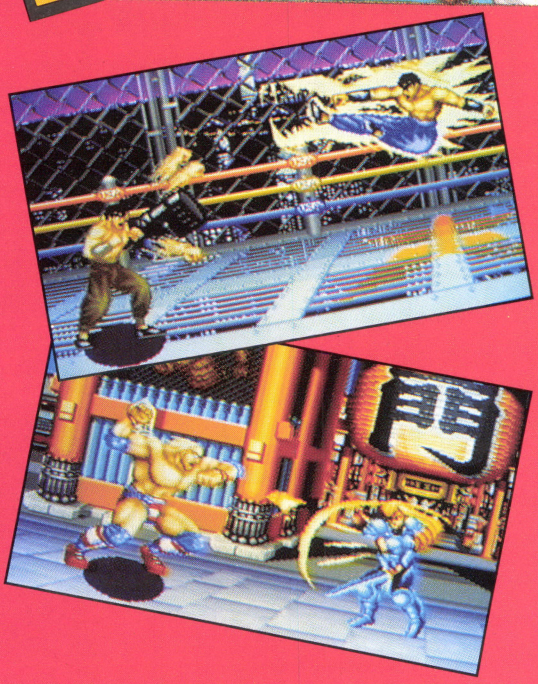
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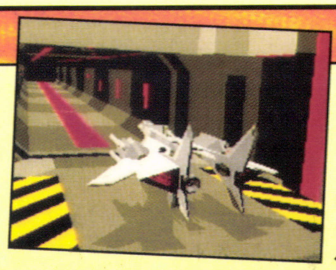
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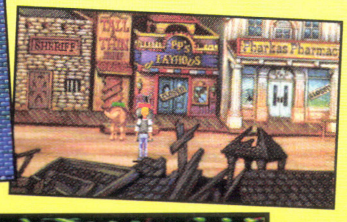
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INPUT

DOES 64-BIT REALLY MATTER?



NO!!! 64-bit does NOT matter! What difference does the number of bits really make? I'm sick of talking to people who seem to think just because a game system has MORE BITS it is a better system. What really matters is THE GAMES!!! I have a friend who has an old Vectrex system, and those games are really cool and they are all much less than 16 bits. Did anyone throw out their Nintendo just because it was an 8-bit system—NO! And, last time I checked, they were still releasing games for Nintendo as well. If size of bits really made any difference, everyone would just BUY COMPUTER GAMES and play *X-Wing*—computers have lots more MEMORY. Plenty of systems exist side by side—records, CDs and cassettes; VHS, High-8 video and Laser Disc. Okay, so the 8-track is history, but what really matters are the movies or the music—no matter what the format. Remember, size does not matter. No matter what Mike tells you, he can't convince people like me and all the smart people reading this that a 64-bit system is going to make any difference. However, I do believe Mike has a right to his opinion—even if he is wrong. Remember, it's the GAMES not the size of the BITS!

WHAT?! Chris you fat, bloated eeeediot!!! Of course 64-bit technology makes a difference! Did the calculator replace the slide rule? Did the automobile replace the horse and buggy? Did the word processor replace the typewriter? Did the NES replace the Atari 2600? New technology, whether it's computer, aerospace, automobile, etc., ALWAYS has an impact on the way things were done previously. And, unless that technology is flawed in some way, it almost certainly REPLACES the old. COME ON, when was the last time you used a typewriter just for fun—to write your editorial? The new Nintendo game machine will most definitely have an impact in electronic gaming, especially with the advent of HDTV just around the corner. True, just because a new system is introduced doesn't mean that you can no longer enjoy games for the old system, but I can GUARANTEE that a time will come when that NES of yours is in a closet collecting dust, especially when the new 64-bit machine will only cost $250! So, Chris, there will come a time when YOU will become a relic, just like the machines you so critically defend!

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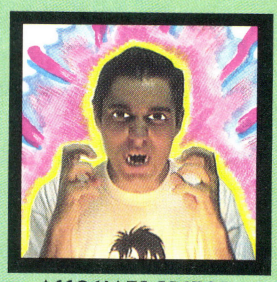
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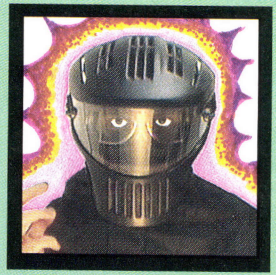

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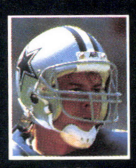
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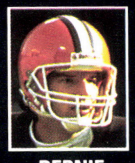

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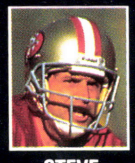

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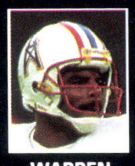

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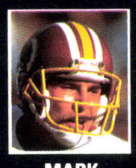

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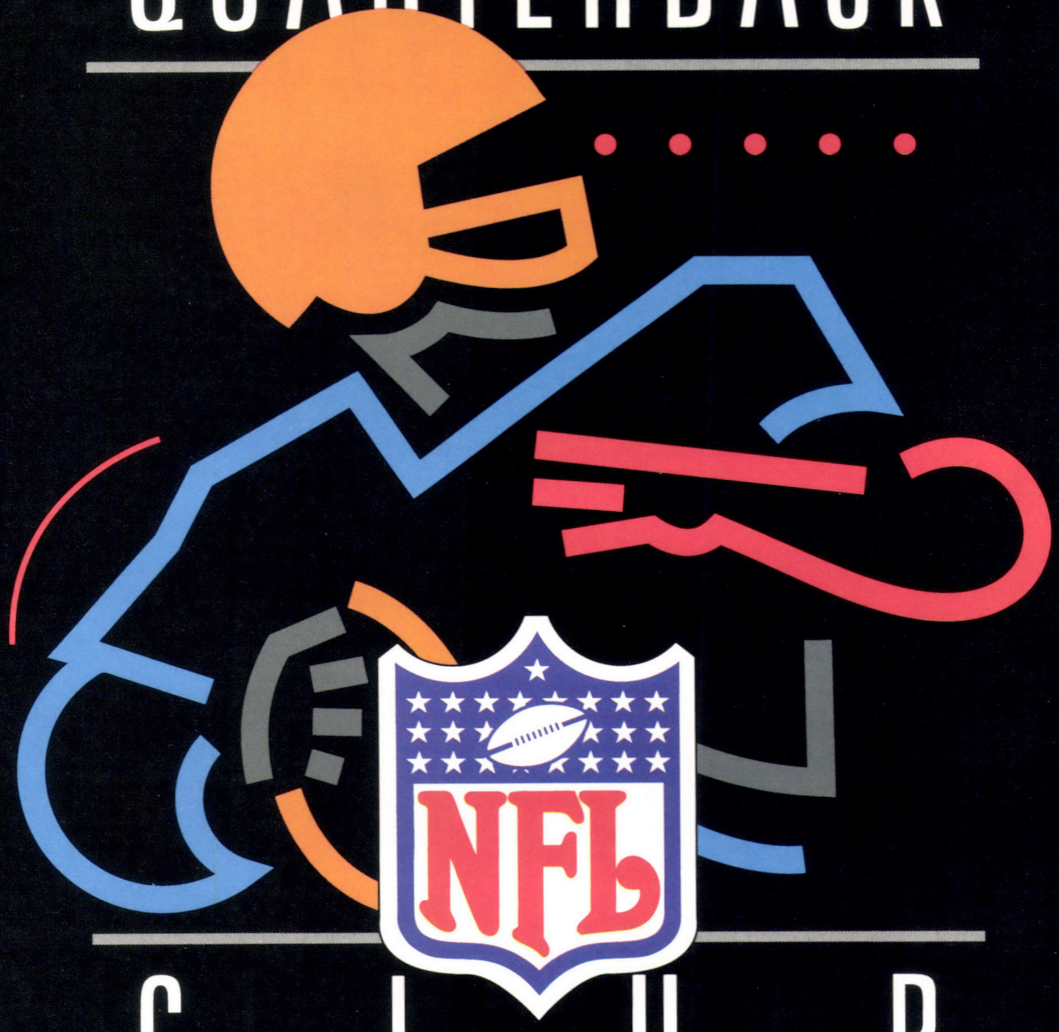

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SOUNDBOARD

NO NASTINESS FOR NINTENDO

Does Nintendo have the right to tell companies: "No, you can't put that on the market; it contains too much blood, nudity, bad language, degrading material or pretty much anything else that could add realism to the game. But hey, sure, we'll edit it for you"?

—Mark Grant
Niskayuna, New York



Sorry, Mark. Nintendo makes a habit of censoring games to protect you. Now, take a game like Mortal Kombat. *It will make it to stores, but the blood will be changed to a shade of grey. I guess if you mess with the color control on your TV set you could correct that problem yourself.*

WHAT DO YOU MEAN COMPUTER GAMES ARE NO FUN?

I think you should take out the computer portion. Don't get me wrong! I have nothing against computer gamers. In fact, I own a computer. But I don't use it for games. What's the point of a computer section when it only takes up a small portion of the mag? You could use that space for more video-game articles. I bet there are a lot of computer gamers who want the video-game section out. Why not publish two mags? Why not ask the other readers if they agree?

—Brian Henaghan
Alameda, California

Okay readers, what do you think? Write us with your response and we will compile the results. Our opinion is that much of video gaming crosses over into computer games and they are a very necessary part of the magazine. Just this issue, we have four new Star Wars *games, one for SNES, one for Game Boy and the other two for the PC.*

STREET FIGHTER III?

Are they making *Street Fighter III*? And, if so, when will it be coming out?

—Alex Tikhman
San Francisco, California

The fact is that the next Street Fighter *game will be* Super Street Fighter II *and NOT* Street Fighter III. *The arcade version will be the first one available, so keep reading and you'll hear about it here first.*



GAME GENIE DEBATE RAGES ON

Game Genie: Does it cheat you out of a game or does it enhance your game playing? In answer to this question, it all depends on the game player. A Game Genie is a lot like a gun. You can use a gun to go out and kill somebody. You can use a Game Genie to cheat your way through a game you've never played before. At the same time, you can use a gun to defend yourself. You can also go out to a shooting range to practice and hone your abilities. You can use a Game Genie to change the conditions of the game enough to practice and hone your abilities. You can make the game easier so that you can get used to the controls and to the game. Once you feel comfortable with the game, take the Genie off and play it normally. Once you've conquered the game that way, use the Game Genie once again to make things more difficult. Myself, I don't use a Game Genie on a game until I've already beaten it. Then I use it to change the game in some way. This way I get more PPBS (Play Per Buck Spent I believe was the term used by another game player who wrote to your letters column) out of my games.

—Sharon Grause
Marianna, Florida



ANOTHER TAZ-MANIAC

Thank you for telling me about Sunsoft "cheat-proofing" *Taz-Mania*. I had been thinking of buying this game. Now I won't.

Why? Because I am a 50-year-old woman who likes to play video games when I have some spare time, who sadly is also not very good at it. Without the help of the Pro Action Replay or the Game Genie "cheat" codes, 90% of the games are unplayable beyond the second level for me. With the "cheat" codes, I can not only play but *enjoy* games that otherwise would be beyond my ability.

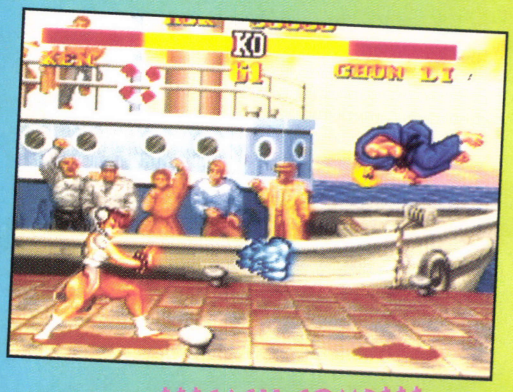
I am appalled that Sunsoft has removed my freedom of choice in this matter in the mistaken belief it will increase its sales. Well, in this case it has *de*creased its sales by at least one. I also suspect I am not the only older player out here who depends on the codes to be able to do what an eight-year-old kid can do with his eyes closed.

Also, *Street Fighter II* in any mode is of no interest to me, nor, I'm sure, is it to any other female player, no matter what age, as we don't have this need to go around knocking each other's brains out for fun—like the male of the species seems to get such a thrill out of.

Do you have Sunsoft's address? I would like to write and tell its "powers that be" how much I dislike their attitude.

—N.W. Donnell
Round Mountain, Nevada

You can write to Sunsoft at 11165 Knott Ave., Cypress, CA 90630. Please be aware that Taz-Mania *does work with the Game Genie.*



$$$CASH-COM?$$$

Capcom probably made a new and improved *Street Fighter II Turbo* to make more money by making players buy both versions. This makes me wish I didn't buy the first one. When Capcom was making the first SNES *Street Fighter II*, it probably planned on making a better one and releasing it after the first one.

LJN did the same thing. It made *WWF Super Wrestlemania*, but the wrestlers were lacking special moves, among other things. I'll buy *Street Fighter II* and let myself be tricked, cheated, ripped off only because it's a great game. I also bought *WWF Super Wrestlemania* before *WWF Royal Rumble* was released, but I won't spend the money on buying *WWF Royal Rumble*. I got tricked twice, and I hope it won't happen again.

—Cliff May
Laguna Niguel, California

SEWER SHARK SPECIAL EFFECTS

On the opening credits of *Sewer Shark* there is a line that reads, "Of a John Dykstra U-direct film." Recently, I was reading a souvenir program from *Star Wars* and guess whose name I came across—John Dykstra's! Dykstra has been on special effects crews for *2001*, *The Andromeda Strain*, *Silent Running*, *Voyage to the Outer Planets* and, of course, *Star Wars*. So, Sega or Sony Imagesoft got a credited special effects artist to help out with the SFX on *Sewer Shark*. That deserves a Yea!

—Shawn Sackenheim
West Chester, Ohio

RATINGS SYSTEM SUPPORTER

I have been a faithful reader of your magazine for almost seven years and have never been let down when buying it. I'm writing in reply to your August 1993 edition of *Yea & Nay*, in which the question of Sega's new rating system being good or bad was raised. I am a proud Genesis owner and have been for some time. So, when I first heard Sega was starting a rating system, I was ecstatic. I thought, "Finally, I'll stop hearing all of these people whining about too much violence or sex in the video games they buy." This way, they know what they're getting themselves into when buying Christmas gifts for their kids.

WRONG! Now all I hear is people bashing Sega for this system, accusing them of using it as an excuse to introduce more adult programming into the game-console industry. They're never happy. I, however, praise Sega for doing what should have been done at the beginning of the electronic-gaming revolution, when graphics became better and up to arcade standards. These ratings could not have come at a better time, when gaming graphics are using digitized images for near-movielike animation (Sega CD, 3DO, etc.). In the case of computer games, MegaTech's *Metal & Lace* has a rating of NR-13 for its graphic content. I applaud all who endorse this method, as I think of it as a more thoughtful and personal way for gaming companies to look out for their consumers without taking their right to choose for themselves away.

—Michael Baker
Garden City, Michigan

Letters to be considered for publication should be addressed to: *VideoGames*, Attn: *SoundBoard*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail.

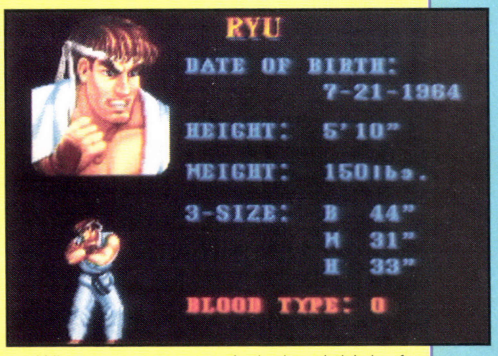
IF YOU READ ONLY ONE LETTER THIS ISSUE—MAKE IT THIS ONE!

TRAGEDY STRIKES AN ARCADE: THE FIGHT AGAINST FIGHTING GAMES

I have a question for the video-game industry: When are you guys going to stop releasing fighting game, after fighting game, after fighting game? It seems like half the games produced have something to do with beating up your opponent.

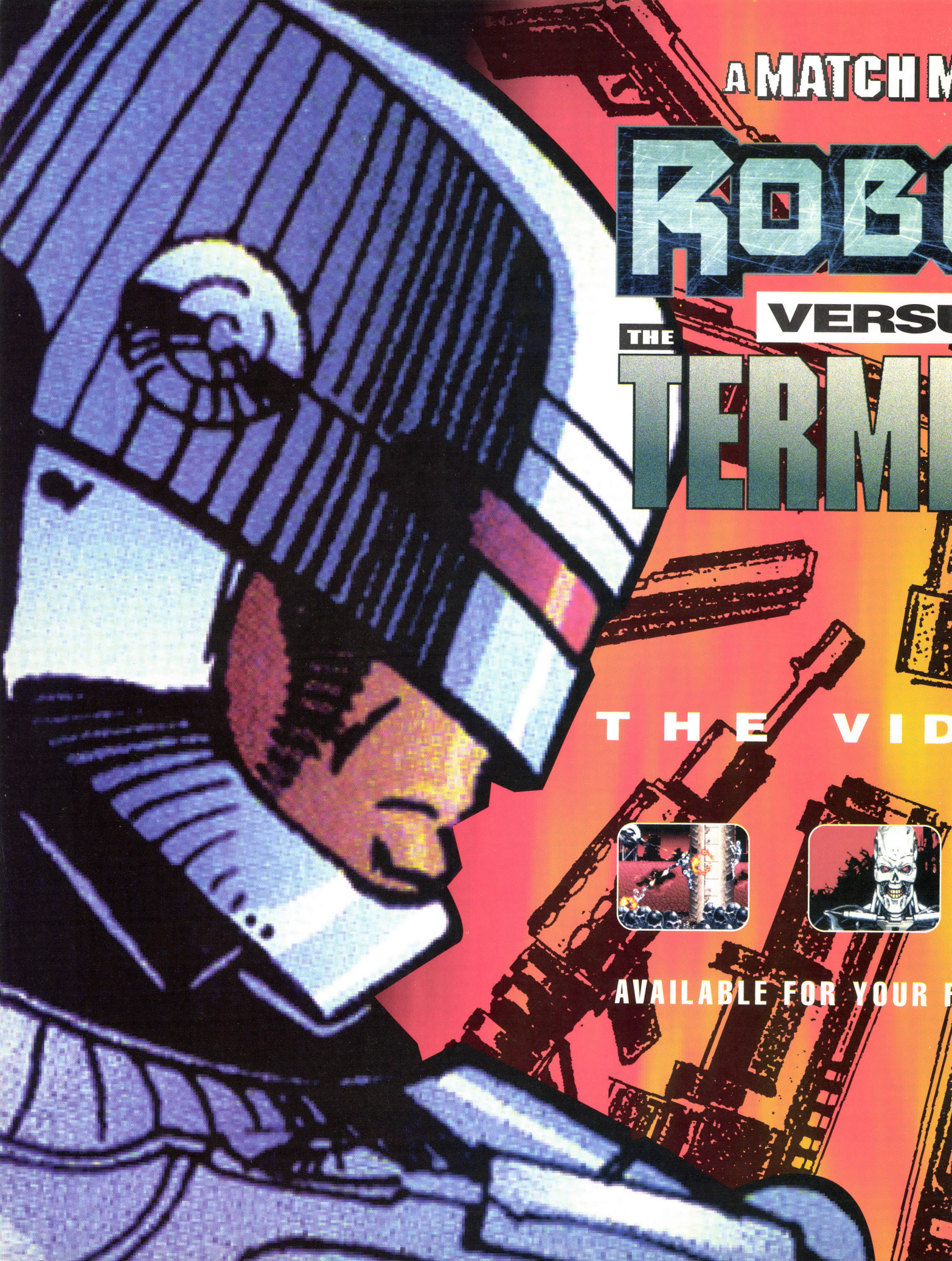
There's a four-year-old who lives two houses down from me. We also have a schoolyard down the street with a large field. On one instance, this four-year-old kid followed me down to the schoolyard and immediately went to work pretending he was Ryu and started beating up my friends.

I get annoyed, no, *pissed off*, when I see a fight erupt in an arcade as a result of *Street Fighter II*. There was a fight in the Keystone Arcade two blocks from my house that resulted in one death. This same arcade has ten *Street Fighter II: Champion Edition* machines. Any questions?



What comes to my mind when I think of this is how there are hardly any new ideas nowadays. It seems like the industry ran out of ideas in 1987. The last of the innovative games, in my opinion, was *Super Mario Bros.* This came to mind when I last visited the Winchester Mystery House here in San Jose. They have an arcade there consisting of ten to 15 games. What pisses me off is that they took a perfectly good *Dig Dug* game, the very one which I happened to give my whole life's savings to when I was four to 12 years old (as I am now 13), and put a *Street Fighter II* board into it. It had become sort of a tradition to drop four or five dollars into that machine, but, alas, there was no more. (Capcom, you'd better not be laughing!)

—Tod Weitzel
San Jose, California


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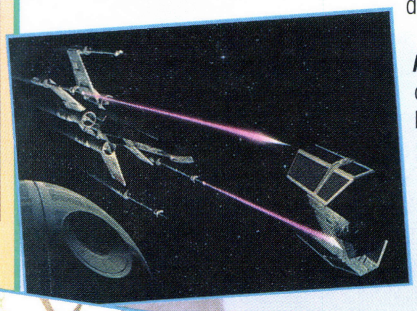
PRESS START

NEWS INFORMATION RUMORS

STAR WARS STRIKES BACK...AGAIN



THE NEXT *STAR WARS* TRILOGY: *THE ADVENTURES OF OBI-WAN KENOBI* OPENS IN 1997! The first film of the new ***Star Wars*** trilogy, detailing the adventures of the young Obi-Wan Kenobi, will be released in 1997, with other films in the trilogy following in '98 and '99. George Lucas is currently writing the first-draft scripts. Lucas has also created a whole new division of ILM that will ONLY do effects for the new trilogy.



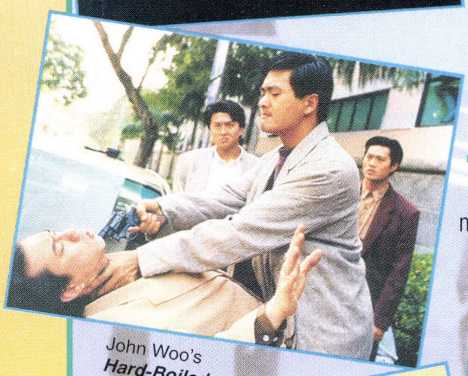
Directors rumored to be considered for the series are Joe Johnston (***The Rocketeer***) and Hong Kong action director John Woo. Woo would be an excellent choice because the ***Star Wars*** films have an Asian influence. It's no secret that Lucas has an affection for Asian films. ***Star Wars*** is based on two Akira Kurosawa films: ***The Hidden Fortress*** and ***The Seven Samurai***.

John Woo has directed some really cool action films that have solid stories and characters like ***The Killer***, ***Hard-Boiled*** and the new Van Damme film ***Hard Target***. (Check out some of Woo's films at cool video stores near you and you'll see that he would be a perfect director.)

Woo was quoted in an interview in FILM THREAT Magazine as saying that he would like to do a "science fiction" film. ***Star Wars*** may be the one. Of course, Lucas is very secretive, but our inside informant, The Snitch, has been able to obtain this top secret information.



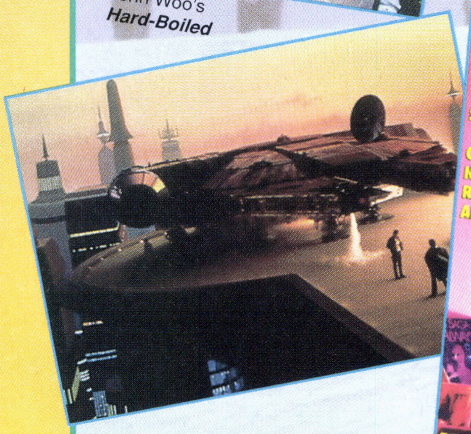
Not ***Star Wars***, ***Hard-Boiled***

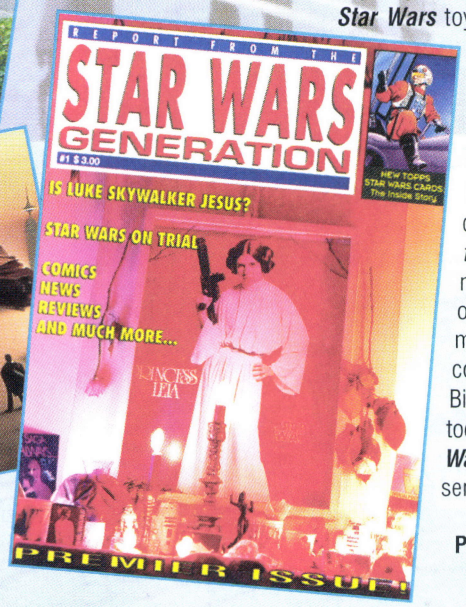


John Woo's ***Hard-Boiled***

The *Star Wars* blitzkrieg in the video-game world is being matched in the realms of toys and card collecting. Prices for ***Star Wars*** memorabilia have rocketed in the past year. Some of the cooler ***Star Wars*** toys are the A-Wing Fighter and the Boba Fett production figure that really shoots.







Finally, in ***Star Wars***-related news, check out *Report From the Star Wars Generation*. This new magazine features all sorts of cool ***Star Wars*** facts. The premier issue has stories on the new collector cards, the ***Star Wars***-Bible connection and various cartoons and reviews that are all ***Star Wars***-related. To get a subscription, send $12 for four issues to:

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TOP 10 SNES



1. *Street Fighter II Turbo* by Capcom
2. ***Super Mario All-Stars*** by Nintendo
3. *NFL Football* by Konami
4. *Star Fox* by Nintendo
5. *Final Fight 2* by Capcom
6. ***Super Mario Kart*** by Nintendo
7. *Mario is Missing!* by The Software Toolworks
8. *Bubsy* by Accolade
9. *Nigel Mansell's World Championship Racing* by Gametek
10. *Legend of Zelda: A Link to the Past* by Nintendo

TOP 10 IBM PC

1. *X-Wing* by LucasArts
2. *Might & Magic: Clouds of Xeen* by New World Computing
3. *The 7th Guest* by Virgin
4. *Prince of Persia II* by Broderbund
5. *X-Wing Mission #1, Imperial Pursuit* by LucasArts
6. *Strike Commander* by Origin
7. *Wolfenstein 3-D/Spear of Destiny* by Formgen
8. *Hardball III* by Accolade
9. *Links-386 Pro* by Access
10. *Dark Side of Xeen* by New World Computing



X file

WELCOME TO THE FUNKDIMENSION

VIDEOGAMES catches up with Greg Johnson and Mark Voorsanger, the designers of ToeJam & Earl *and the upcoming sequel. This strange pair talk about 16 megabits, manic-depressive aliens and Sega's* ToeJam & Earl in Panic on Funkotron.

BY J. DOUGLAS ARNOLD AND ZACH MESTON

VIDEOGAMES: *You've redesigned the* ToeJam & Earl *concept. Are players still going to be searching for hidden stuff, or is it more of a platform game?*



Mark: It's both.

Greg: At the game intro there's a news broadcast, and it says "The Earthlings are harassing all of the local inhabitants, and it's believed they got here by clinging to the spaceship of ToeJam & Earl." TJ & E freak out: "Aaaaaah!"

Mark: The Earthlings hide in bushes, trees, manholes and other places.

Greg: ToeJam and Earl throw these jars and the Earthlings get sucked into them. Then they pick them up, and at the end of the level, they chuck them into a big funky rocket ship that says "To Earth" and it blasts off.

VG: *How many levels is* TJ&E 2 *going to have?*

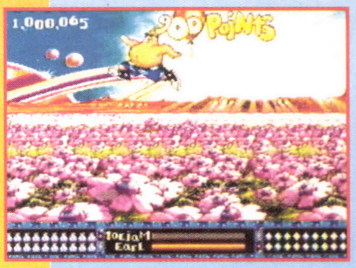


Mark: Twenty to 25. But it's got a lot of areas in each level. It's going to be a big game—16 megs.

VG: *Say more about the game.*

Greg: We wanted to try something different. What carried us through the second game were the characters; we got this animator, Kirk Henderson…a real "old school" animator. He's done a lot to bring the characters more alive visually and create their world.

Funkotron is ToeJam and Earl's home planet; all their friends are there—Sharla, Smoot, Peabo, Lewanda. Each has their own personality. They talk to you, and you go to their houses. There are several stories as you go along—sort of like little soap operas. For example, Sharla's in love with Smoot, but Smoot only loves himself. And Sharla's kind of manic-depressive and always has these mood swings.



There's also a deeper story that you find out about later on: Because the Earthlings have arrived, Funkotron is losing its funk. Every now and then the sound goes "Zzznk" and the screen changes to black and white, freaking out all the Funkotronians. The source of all the funk on Funkotron is a little creature called the Funkapotamus, and he's fled into the Funkdimension to get away from all of these Earthlings. So ToeJam & Earl run around trying to get all of his favorite things like his pet parrot Merlin and his high-tops and all this stuff.



VG: *Is Trixie the mermaid going to be in* TJ&E 2*?*

Greg: [laughs] Oh, you found her, huh? That's cool. We might put her in—we haven't really thought about that. We're going to really make the game built with secrets.

WAR toys

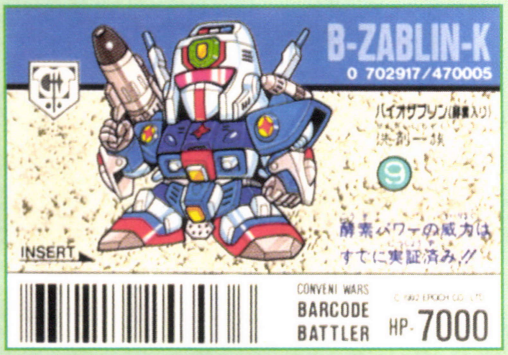
In toy news, *Street Fighter* and GI Joe have teamed up to create a new fighting force in the Joe universe. Hasbro has come out with both small- and large-size action figures for all the *Street Fighter* characters. Each figure comes with assorted weapons, a bio card and, best of all, instructions for secret moves right on the box.



SPIN OFFS

Barcode Battler products have finally reached the U.S. Japanese markets in Los Angeles, San Jose and San Francisco have gotten Barcode Battler gum for the Conveni Wars Battler game. Each package comes with two toy robots, a battler card and four sticks of gum. Will the game be as popular in the U.S. as it has been in Japan? We'll see in the next few months.

Also at you local Japanese market are Super Mario World gum, candy and cookies. They come with assorted toys, stickers and trading cards featuring Mario and the beasties from the video game.

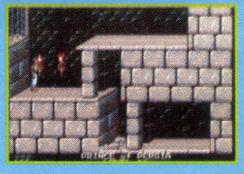


TOP 10 GENESIS



1. *Jurassic Park* by Sega
2. *Bill Walsh College Football* by Electronic Arts
3. *Shining Force* by Sega
4. *Jungle Strike* by Electronic Arts
5. *PGA Tour Golf II* by Electronic Arts
6. *RBI Baseball '93* by Tengen
7. *John Madden Football '93* by Tengen
8. *X-Men* by Sega
9. *Hardball III* by Accolade
10. *Ms. Pac-Man* by Tengen

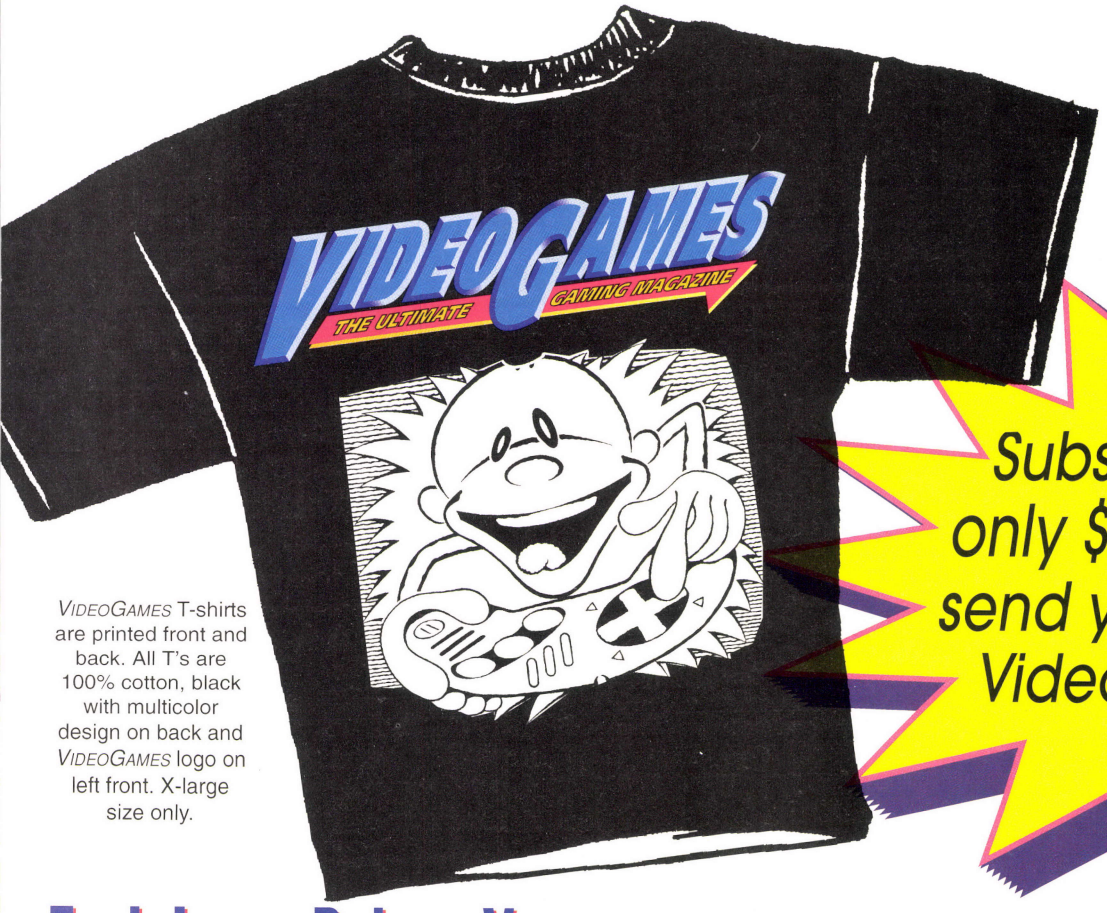
TOP 5 MAC



1. *Prince of Persia* by Broderbund
2. *SimCity Supreme* by Maxis
3. *Microsoft Flight Simulator* by Microsoft
4. *Kings Quest VI* by Sierra On-Line
5. *PGA Tour Golf* by Electronic Arts

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MEGA-MOVIE NEWS

EXCLUSIVE NEWS FROM HOLLYWOOD

DO WE REALLY NEED TO SEE *PONG: THE MOVIE?* In the bad idea for a movie file, get ready for *Pong: The Movie.* Based on the popular late-'70s table tennis video game of the same name, the film version reportedly stars Michael J. Fox as the lovable Pong, who is cursed with being made of rubber. Pong must save the Earth from being used—and destroyed—in an intergalactic video game and save his girlfriend, Lazy Susan (Rosie Perez) from the evil King Void (Jack Palance) and his army of paddle soldiers.





WILL HARVEY KEITEL PLAY WOLVERINE IN X-MEN? One of the hottest rumors circulating around Hollywood centers on the *X-Men Movie.* This one is sure to be intense, with reports that it will star Harvey Keitel as Wolverine. Keitel is known for his acting skills in such critically acclaimed movies as *Reservoir Dogs*, *Bad Lieutenant* and *Taxi Driver.* Keitel would be perfect for the role of Wolverine, Marvel's berserker hero. He has both the look and the acting skill that the *X-Men Movie* needs.

THE FANTASTIC FOUR STRETCHES INTO THEATERS THIS FALL. Marvel Comics stalwarts The Fantastic Four will finally make it to the big screen. Directed by Oley Sassone



for Concord Pictures, this low-budget epic uses the latest in computer special effects to give actors Alex Hyde-White (Mister Fantastic), Rebecca Staab (Invisible Girl), Jay Underwood (The Human Torch) and Michael



STREET FIGHT







We're all anxiously awaiting the new *Street Fighter II* movie, but here are some live-action shots that The Snitch got from his secret sources in Japan and Hong Kong.

This first set of photos is taken from the *Street Fighter II Turbo* commercials. Capcom has two different commercials playing in Japan. One features Chun Li meditating about her fight with M. Bison in a crowded















private detective who is searching for a runaway girl. *City Hunter* is a stylized, comedic action picture along the lines of the *Dick Tracy* movie.

In the end fight, Chan fights actor Gary Daniels in an arcade. Chan is thrown into a *Street Fighter II* game and, when he gets up, finds that Daniels has turned into Ken Masters. Chan himself struggles

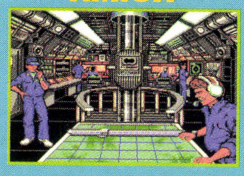
TOP 10 GAME GEAR



1. *Columns* by Sega
2. *Tom & Jerry The Movie* by Sega
3. *Taz-Mania* by Sega
4. *Sonic the Hedgehog 2* by Sega
5. *Land of Illusion Starring Mickey Mouse* by Sega
6. *Outrun Europa* by U.S. Gold
7. *Tengen World Cup Soccer* by Tengen
8. *Prince of Persia* by Domark
9. *The Majors: Pro Baseball* by Sega
10. *R.C. Grand Prix* by Absolute

TOP 5 AMIGA

1. *688 Attack Sub* by Electronic Arts
2. *Shadow of the Beast II* by Psygnosis
3. *Overlord* by Virgin
4. *Legend of Kyrandia* by Virgin
5. *AD&D Eye of the Beholder II* by Strategic Simulations



ER II...ALIVE!!!









marketplace. The second has Guile meditating about his own fight in M. Bison's sacred temple.

Our second set of secret, live-action photos comes from a new Hong Kong movie called *City Hunter*, directed by Wong Jing. Featuring the superstar of Chinese and Japanese cinema, Jackie Chan, *City Hunter* is based on a Japanese comic book. Chan plays the character Ryu Saeba, a womanizing















with the *Street Fighter* controls and turns himself into Edmond Honda. Chan is defeated by Ken, so he turns himself into a tag team of Guile and Dhalsim, who are also defeated.

Finally, when Chan turns into Chun Li, he is able to defeat Masters. This scene is a classic video game/cinema crossover. Look for *City Hunter* in theaters in 1994.

MEGA-MOVIE NEWS

EXCLUSIVE NEWS FROM HOLLYWOOD



Bailey Smith/Carl Ciarfalio (Benjamin Grimm, a.k.a. The Thing) their superpowers. Says Sassone: "I know there's a built-in audience, people who've followed The Fantastic Four for years. But there's a new, young audience, and those are the people that I want to really be true to. I'm hoping when those people see it, they say, 'He delivered.'" We hope so too, Oley.

***LOST IN SPACE* STARS RICHARD SIMMONS AS DR. SMITH?** *Sweatin' to the Oldies* champion Richard Simmons is making his big-screen debut as the bumbling Dr. Smith in the movie version of the popular '60s TV series *Lost in Space*. You'll remember Smith as the constant complainer and fraidy cat trapped with the Robinson family. This is the perfect role for Simmons, whose energetic qualities are what the remake needs to make it true to the old series.



THE GUYVER ATTACKS AMERICA! The popular Japanese cartoon that became a live-action movie in Japan, *The Guyver* is being made as an American film. The first, starred Mark Hamill of *Star Wars* fame and Jimmy Walker from the '70s TV sitcom *Good Times*. *The Guyver* is about an alien armor system that, when worn by humans, gives them superhuman strength. The Guyver suit looks like a cross between Godzilla and Alien. The special effects for the American movie are being done by Steve Wang, known for his effects in the cult film *Kung Fu Rascals*. This Guyver film should look even better than the first. Look for *The Guyver* at your local cineplex early next year.

Be sure to read our next issue, as our inside informant, The Snitch, brings you the latest from Hollywood. Remember, no other game magazine brings you exclusive movie news like VIDEOGAMES.

TOP 10 GAME BOY



1. *The Legend of Zelda: Link's Awakening* by Nintendo
2. *Super Mario Land 2* by Nintendo
3. *Super Mario Land* by Nintendo
4. *Kirby's Dream Land* by Nintendo
5. *Yoshi's Cookie* by Nintendo
6. *Star Trek: The Next Generation* by Absolute
7. *Tetris* by Nintendo
8. *NBA All Star Challenge 2* by LJN
9. *Tiny Toon Adventures* by Konami
10. *Golf* by Nintendo

TOP 10 SEGA CD

1. *Final Fight CD* by Sega
2. *Ecco the Dolphin* by Sega
3. *Batman Returns* by Sega
4. *Robo Aleste* by Tengen
5. *Jaguar XJ220* by JVC
6. *Time Gal* by Renovation
7. *Road Avenger* by Renovation
8. *Night Trap* by Sega
9. *The Adventures of Willy Beamish* by Sierra
10. *After Burner III* by Sega



(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and [illegible]ng acrobatics that s[illegible]n t[illegible] audience. Some[illegible]ite Aero the Ac[illegible] high-flying, death who combines supe[illegible] artistry with excitem[illegible]nt and danger. This reporter h[illegible]ever seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row [illegible]the circus. "For a little bat[illegible]

[illegible]ero's act is based [illegible]agility and plain [illegible] frequently buzzes the a[illegible] as he leaps from trapeze to [illegible] bathed in brilliant [illegible] buzzes the audience [illegible] spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepa[illegible]es for one of his now-fa[illegible]mous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even t[illegible]de operators from the fa[illegible] gathered und[illegible] what migh[illegible] final [illegible]rmance. [illegible]ed [illegible]out really fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero t[illegible] Acro•Bat realized that this [illegible] was more death-defying th[illegible] One of the platforms w[illegible]e [illegible] rigged with explosives ... which threatened not only o[illegible] super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the [illegible]ugh mysteriously malfunction[illegible] Aero leaped to safe[illegible]injury and still man[illegible]land with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

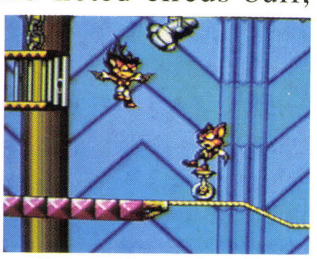
This report[illegible]d that Ektor [illegible]abotage the c[illegible] and anyone u[illegible]gh to get in h[illegible] way. And he's not abo[illegible]ut to stop until Aero —and the circus—are destroyed. Ektor has employe[illegible]d a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. [illegible]en't even mentioned [illegible]ound tightrope-balleri[illegible]loves to squish bats. [illegible]out a handful!

If you've read this far, yo[illegible] qualify as a real fan of Aero the Acro•Bat. And if you're



one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe

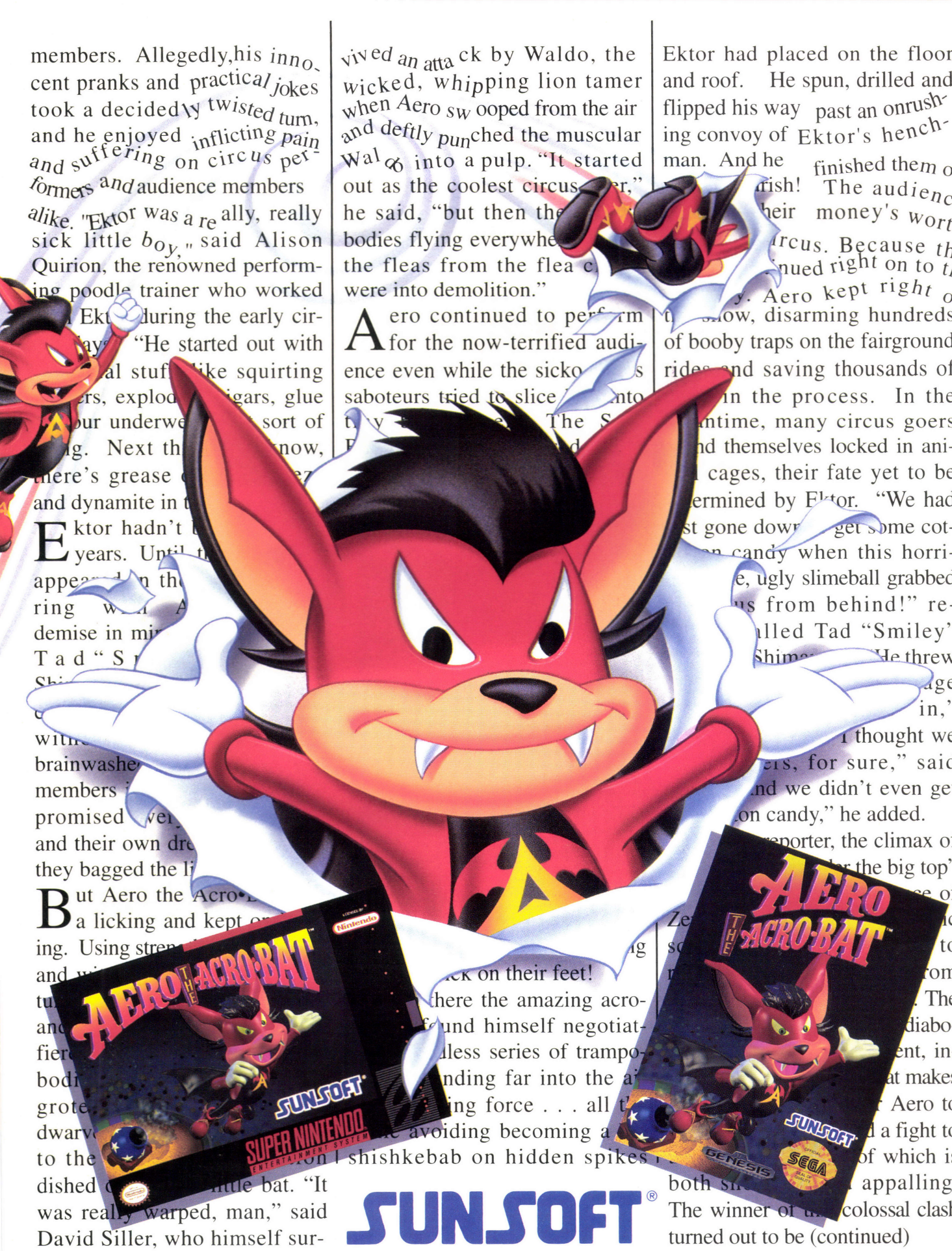


members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with normal stuff like squirting flowers, exploding cigars, glue in your underwear, that sort of thing. Next thing you know, there's grease on the trapeze and dynamite in the tutus."

Ektor hadn't been with the circus years. Until the day he appeared on the big top ring with Aero the Acro-Bat, bent on revenge and demise in mind. Ektor, who Tad "Smiley" Shimada, had been brainwashed by Ektor. He threw members into a frenzy with promises of fame and fortune and their own dressing rooms if they bagged the little acrobat.

But Aero the Acro-Bat was not about to take a licking and keep on ticking. Using strength, agility and wits, Aero tumbled and flipped his way past an onrushing convoy of Ektor's henchmen. And he finished them off in short order. The audience got their money's worth at the circus. Because the show continued right on to the finale. Aero kept right on the trapeze throughout the show, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimada. "He threw me in a cage with a lion. I thought we were goners, for sure," said Tad. "And we didn't even get any cotton candy," he added.

According to reporter, the climax of the big top" was a colossal clash between Aero and Ektor. The diabolical fiend, incredibly agile and powerful, makes Aero to fight to the death, one of which is both shocking and appalling. The winner of the colossal clash turned out to be (continued)



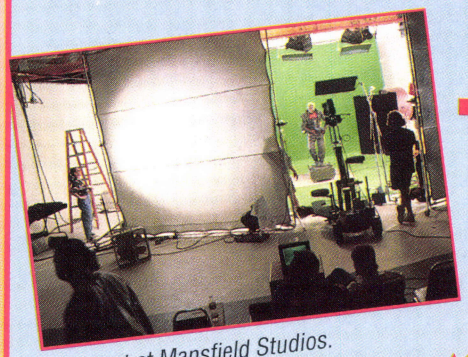
SUNSOFT®

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CIRCLE #106 ON READER SERVICE CARD.

The Mechanics

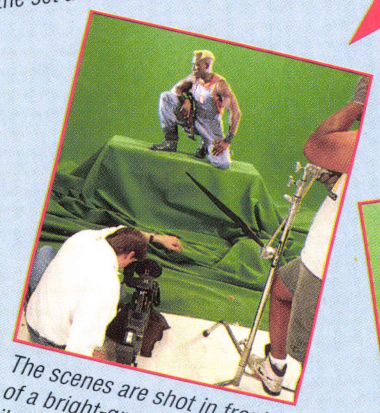
Check out our exclusive behind-the-scenes photos of the* Demolition Man *video-game shoot!



On the set at Mansfield Studios.

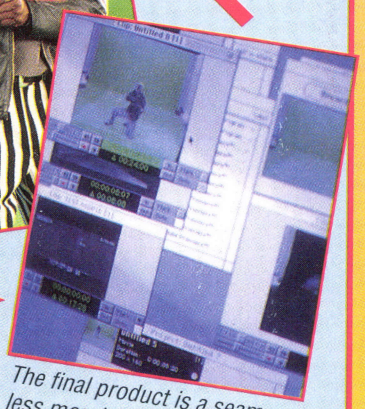


Actor Wesley Snipes is shooting scenes for the upcoming Demolition Man 3DO game.



The scenes are shot in front of a bright-green screen, similar to blue screens used for big-screen special effects.





The final product is a seamless morphing of Snipes into the world of Demolition Man. Look for the game this holiday season.

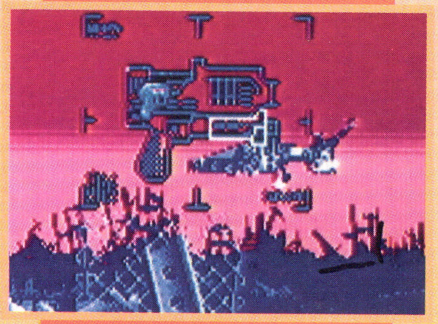


Technicians use a video camera-to-Macintosh hookup and Adobe Premier to place the image of Snipes into a computer-generated background.

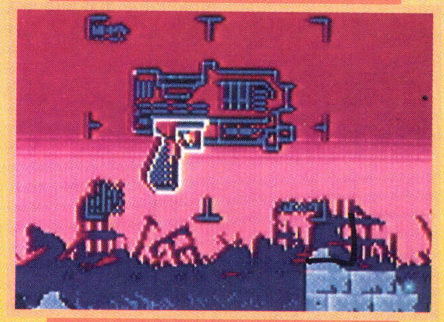
PHOTOS BY ILONA LIEBERMAN

GUN CLUB

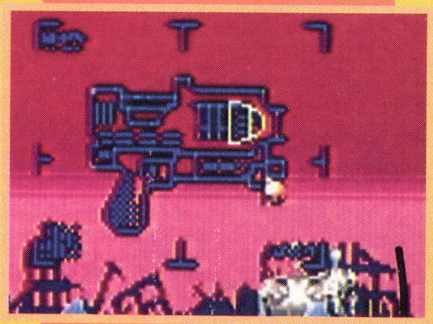
This month we feature the weapon for Sega's ***Terminator 2*** game. The gun is sectioned to accept in-play modifications.



1. Extra Bullets



2. Extra Coolant to prevent gun from overheating after extended use.



3. Guided Missiles to destroy jump ships, tanks and bosses.

TOP 10 UPRIGHT COIN



1. *NBA JAM* by Midway
2. *Mortal Kombat* by Midway
3. *Lethal Enforcers* by Konami
4. *Title Fight* by Sega
5. *Super Chase H.Q.* by Taito
6. *Street Fighter II: Champion Edition* by Capcom
7. *The Punisher* by Capcom
8. *Terminator 2* by Midway
9. *Final Lap 3* by Namco
10. *Fighter's History* by Data East

TOP 10 DELUXE COIN

1. *Stadium Cross* by Sega
2. *Virtua Racing* by Sega
3. *Lucky & Wild* by Namco
4. *Suzuka 8 Hours* by Namco
5. *Crime Patrol* by American Laser Games
6. *Race Drivin'* by Atari
7. *Mad Dog II* by America Laser Games
8. *Moto Frenzy* by Atari
9. *X-Men* by Konami
10. *Final Lap 2* by Namco



Over one hundred play areas to test your reflexes and intelligence.

GEAR WORKS!

This puzzle game will keep your gears spinning!

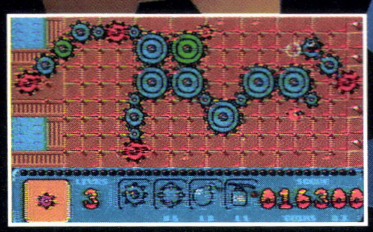


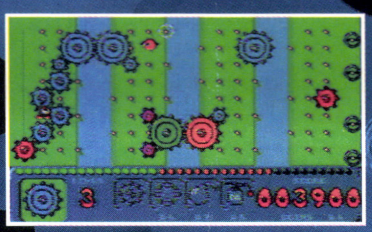
Gear Works is the most unique puzzle game to hit the market in years. In Gear Works you will connect gears of various sizes and colors together in order to transform Twelve Wonders of the Ancient and Modern world into time pieces, while racing against time and friction. Watch out for the Pottins, two gremlin like creatures, that will torment you by rusting the gears and breaking off the mounting pegs.

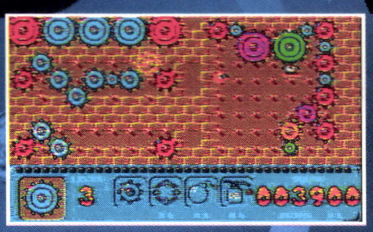
Game features: Various gear types, over one hundred puzzles to solve, bombs to blow up incorrectly placed gears and a gun to shoot those pesky Pottins off the play area.

Available in IBM PC and Amiga computers.

Check your local retail stores for Jonny Quest®- *Curse of the Mayan Warriors* and other HOLLYWARE Games.







HOLLYWARE Entertainment

HOLLYWARE ENTERTAINMENT P.O. Box 9148 Marina Del Rey, Ca. 90295 (310) 822-9200

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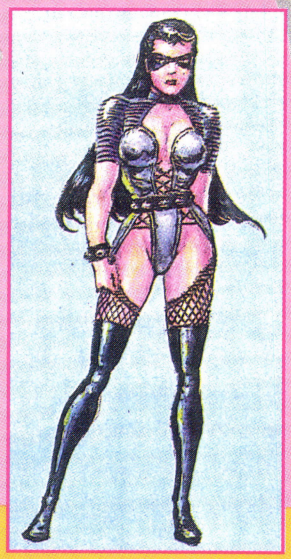
CIRCLE #107 ON READER SERVICE CARD.

Video Grrrrl/Gyyyy

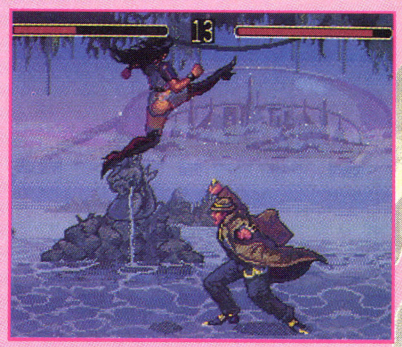
FROM ETERNAL CHAMPIONS
FOR THE SEGA GENESIS

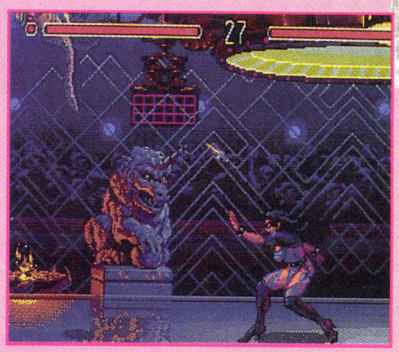
NAME: Shadow Yamoto
OCCUPATION: Corporate Assassin
TIME PERIOD: 1993 A.D.
FIGHTING STYLE: Taijutsu (Ninjitsu)
WEAPONS: Throwing stars, brass knuckles, smoke bombs, daggers and caltrops

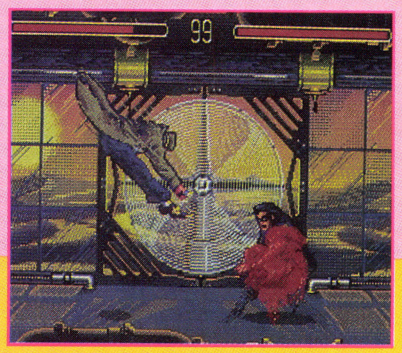
BIOGRAPHY: Shadow was the best corporate assassin in the Black Orchid Corporation. She performed many tasks, from individual elimination jobs to ending large corporate takeovers. She was a true star at the Black Orchid headquarters. She never thought much about the morals of her occupation until she learned that, if a job was not completed to corporate satisfaction, a person just like herself would, in turn, eliminate her. When she realized the value of her own mortality, she could not bring herself to kill others. The Corporation did not allow resignations, so they arranged her fall from the 101st floor of the Black Orchid building. This stopped her from telling the world about the Black Orchid and other corporations like it, with their dark secrets of corporate espionage and hired killers.







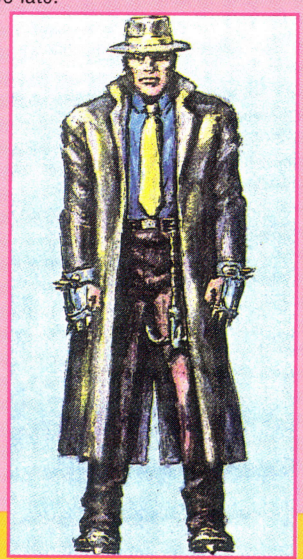




FROM ETERNAL CHAMPIONS
FOR THE SEGA GENESIS

NAME: Larcen Tyler
OCCUPATION: Ex-Cat Burglar
TIME PERIOD: 1920 A.D.
FIGHTING STYLE: Praying Mantis Kung Fu
WEAPONS: Brass knuckles, grappling hook

Larcen was born in an era of crime bosses and street lords. Under Mr. Taglalini, one of the most powerful bosses, Larcen grew up to be one of the world's best cat burglars. He did many illegal jobs for Mr. Taglalini, including the planting of illegal evidence in other crime bosses' hideouts. But there was one thing that Larcen wouldn't do, and that was kill. Instead, he used martial arts to stop and drop any attacker. One day, Mr. Taglalini asked Larcen to plant a package on a crime boss who was recovering in the hospital. When he entered the room that supposedly contained the boss, he found the recovering chief of police, who had been hurt in a prior assassination attempt. Larcen realized he had been set up and that the package he was carrying contained a bomb. He decided that he had chosen the wrong side—he wouldn't kill. Larcen attempted to throw the package out the window, but it was too late.



TOP 10 NES



1. *Jurassic Park* by Ocean
2. *Super Mario Bros. 3* by Nintendo
3. *Kirby's Adventure* by Nintendo
4. *Tecmo NBA Basketball* by Tecmo
5. *Mario is Missing!* by Mindscape
6. *Dragon Warrior IV* by Enix
7. *Joe & Mac* by Takara
8. *Yoshi's Cookie* by Nintendo
9. *Bases Loaded 4* by Jaleco
10. *Tecmo Super Bowl* by Tecmo

BITS

Do you wanna buy a watch? Get a limited-edition X-Men watch by Character Time. Six different styles include the characters Cyclops, Wolverine, Phoenix, Cable, Professor X and a group shot of the original X-Men. What's really cool is that the packaging for each watch is a die-cast metal container shaped like an X-Men vehicle. (Character Time Info: [800] 92-COMIC)

Watch out video-game pirates. Nintendo has introduced copy protection on all its SNES games, starting with *Super Mario All-Stars*. Copying *All-Stars* results in the message "Copying games is illegal" on the screen.



•Nintendo announced plans that it will join forces with Silicon Graphics (Creators of the special effects for *Jurassic Park* and *T2*) to produce a new video-entertainment system. "Project Reality" will be Nintendo's attempt at reaching the 64-bit market, one now inhabited by 3DO and Atari's Jaguar. The system will be the first application of Reality Immersion Technology, a new technology that allows players to step inside real-time, 3-D worlds. The system will be in arcades in 1994, and will be in homes by late 1995 with a target price below $250.

Zine Zone



•If you're interested in Ultraman, Godzilla, John Woo and other stars of Asian film, check out the zine ***Asian Trash Cinema***. It's chock full of articles on the best (and worst) movies in the Asian market. For a copy, send $4.50 ppd to: **P.O. Box 5367, Kingwood, TX 77325**. We at *VideoGames* consider this mag adult material, so be sure to hide it from your parents.



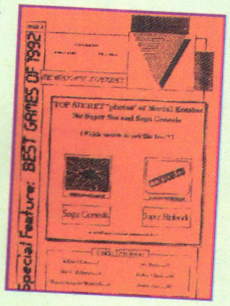
•***Totally Super NES*** is a photocopy zine out of Canada devoted to the SNES. Published six times a year, the one we received contained an overview of every game company that was at the Summer CES in Chicago. Send $1.50 for a sample issue to: **Totally Super NES, 3216 Colebrook Court, Mississauga, ON L5N 3E2 CANADA**.

•***Hybrid Monthly*** is a newsprint zine that features comics and games. Inside Issue 1 are articles on the Summer CES and the new collecting craze, POGS. Send $1 for a sample issue to: **P.O. Box 3692, Santa Clara, CA 95055-3692**.





•***In Between the Lines*** has a great layout, with reviews, new product info and various critical editorials. Send $1 to: **IBTL, 2406 Red Maple Court, Troy, MI 48098**.



•***The Video Game Experience*** features a generic best-of article, a comparison of *Mortal Kombat* for Genesis and SNES, a top 20 Sega games article and two very good articles: one on classic games resurrected for new systems and the other on the "*Game Pro* Sucks"/Cyberball fiasco. Send $1.50 for a sample copy to: **V-The Video Game Experience, 311 S. 70th Ave. West, Duluth, MN 55807**.

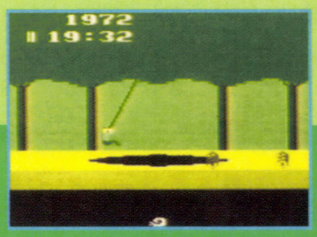
Replay: Activision's Blast From the Past

Remember these three classic cartridges for the Atari 2600—Larry Kaplan's *Kaboom!*, David Crane's *Pitfall!* and Carol Shaw's *River Raid*? They each sold over a million copies back in the early '80s, and Activision—the world's first third-party video-game software manufacturer—had been looking to reclaim some of the glory of the "golden age" of gaming by releasing updated versions for the Super NES.

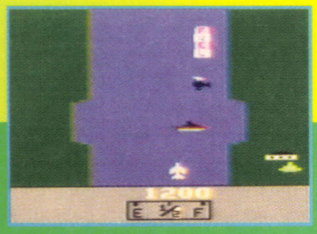
All three games were shown at the Summer CES in Chicago, but the latest word from Activision is that *Pitfall Harry: The Mayan Adventure* may be the only one to hit the shelves in '93. *River Raid: The Mission of No Return* and *Kaboom!: The Return of the Mad Bomber* have been delayed to mid-1994, pending the success of *Pitfall Harry*.



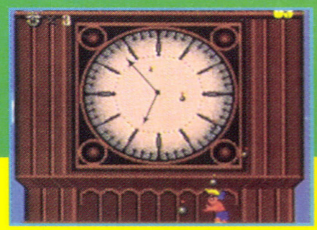
***Kaboom!* for the 2600 and SNES**



***Pitfall!* for the 2600 and SNES**



***River Raid* for the 2600 and SNES**







BITS



Look for four new comics coming from Matt Groening's new Bongo Comics Group: *Simpsons Comics*, *Itchy & Scratchy*, *Bartman* and *Radioactive Man*. These will be available in November and December.

SEGA will lauch the first Virtualand at Luxor Las Vegas, in partnership with Circus Circus Inc. The hyper-arcade will feature virtual driving, flying and killing machines.

Capcom and TSR are teaming up for a new coin-op game—the 134-meg *Dungeons & Dragons: Tower of Doom*. *Tower* is an RPG for the arcades, scheduled for release in February 1994.



GAME OVER

Victor Maxx is coming out with the new Virtual Reality Stuntmaster headset for Genesis and SNES. (Victormaxx Amusements Inc., 2849 Dundee Road, Suite 210, Northbrook, IL 60062; [708] 446-6405.)

Look for more *Sonic the Hedgehog*-themed products. According to a survey of boys aged six to 11 in a spring 1993 Carton "Q" Study, Sonic is as popular as Michael Jordan and Arnold Schwarzenegger, barely edging out the TMNT, Bart Simpson and Mario.



NAME YOUR SYSTEM AND... STEP INTO THE RING!

Get ready for the 16-MEG mayhem of **Royal Rumble**® on Super NES® and Genesis™!! Check out the all-new, pulse-pounding action of **King of the Ring**™ for NES® and Game Boy®! Tournament showdowns... special moves...Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!

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IBLE
GENESIS™!!

TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you $10!

BY ZACH MESTON AND CHRIS BIENIEK

FINAL FIGHT 2

(CAPCOM FOR THE SUPER NES)

"Same Player" Code

With this special code, fans of *Final Fight 2* can play a two-player game with **both** players controlling the same character. At the **title screen**, press **Down**, **Down**, **Up**, **Up**, **Right**, **Left**, **Right**, **Left**, **L**, **R**. The title screen will turn **blue** to show that the trick worked. Now both players can choose to fight as Haggar, Maki or Carlos!



Press **Down, Down, Up, Up, Right, Left, Right, Left, L, R.**



If you see blue, the code worked!



Now both players can choose the same character.



The alternate-color Haggar wears grey.



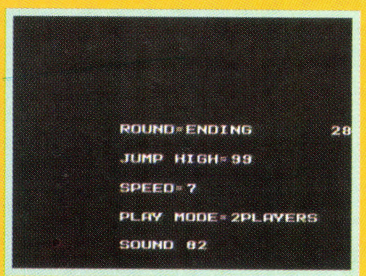
Maki's twin is dressed in blue.



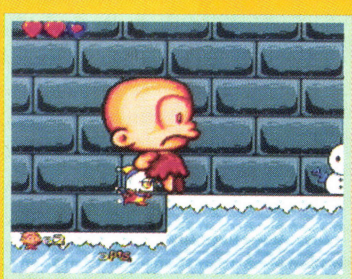
The second-player Carlos appears in orange.



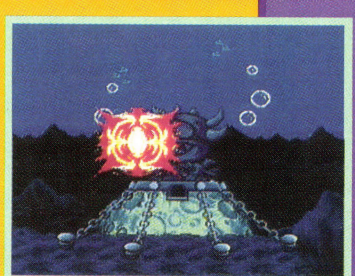
Hold **Lower Left+I+II**, press **RUN**.



Presto—the total cheat menu!



You can start on any stage....



...or warp directly to the ending!

BONK 3: BONK'S BIG ADVENTURE

(TTI FOR THE TURBOGRAFX-16/DUO)

Super Cheat Menu!

This **top-secret** trick will allow you to access a hidden configuration menu in *Bonk 3*. At the "**Mode Select**" screen, with the heart next to the word "**Quit**", hold the direction button in the **Lower Left** position and hold the **I** and **II** buttons. Press **RUN** while holding those buttons down, and you'll be sent to a **cheat** menu that gives you the power to adjust Bonk's speed and jumping ability. You can also use the sound test or pick your starting stage!

STREET FIGHTER II TURBO

(CAPCOM FOR THE SUPER NES)

Disable Special Moves—Player One

Remember the player-vs.-same-player code from the original *Street Fighter II* cartridge? Try it on the new SNES *Street Fighter II Turbo* cartridge. Press **Down**, **R**, **Up**, **L**, **Y**, **B** while the "Capcom" logo is on the screen. You'll hear the same **signal** you heard before, but the results are very different: All of your character's special moves have been **disabled!** Note that this only affects the **one-player** mode; "VS." battles will still include all of the special attacks.



Press **Down, R, Up, L, Y, B....**



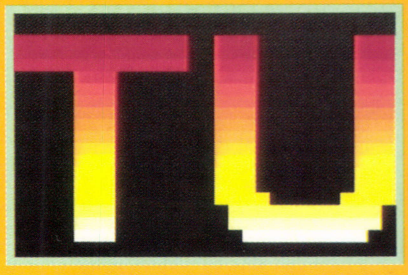
No more fireballs or sonic booms!

STREET FIGHTER II TURBO

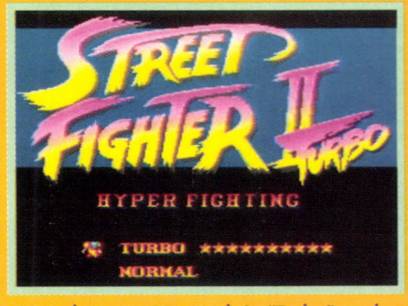
(CAPCOM FOR THE SUPER NES)

Extra Turbo Speed!

Press **Down**, **R**, **Up**, **L**, **Y**, **B** on *controller two* at the beginning of the game while the word "**TURBO**" is flying across the screen in huge letters—you'll have to be quick! If you've done it correctly, you'll hear a signal to confirm the code, giving you **six** additional hyperspeed settings in the game's "Turbo" mode. Check out the "**ten star**" speed for the fastest fighting action on any system—you'll see the characters madly twitching and hyperventilating before the fight even **starts!**



Press **Down, R, Up, L, Y, B (Controller two)....**



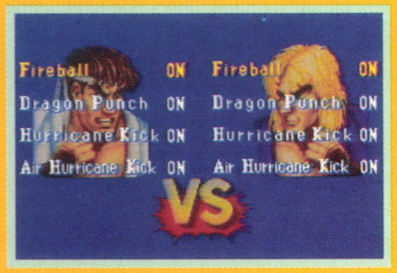
Now there are 11 speeds in "Turbo" mode.



You won't believe the blinding speed at the highest setting!

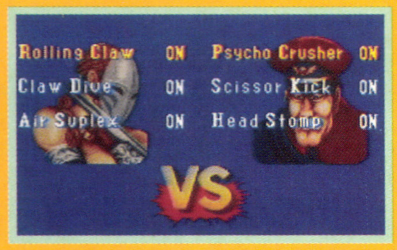


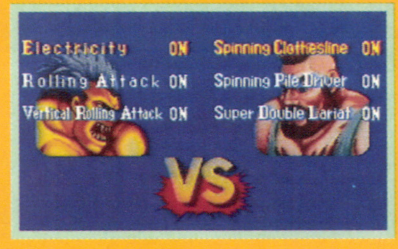
Press **Down, R, Up, L, Y, B (Controller two)....**

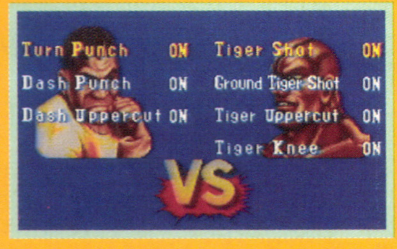


You can disable individual moves!











Looks like we were right about that "Spinning Bird Kick" after all!

STREET FIGHTER II TURBO

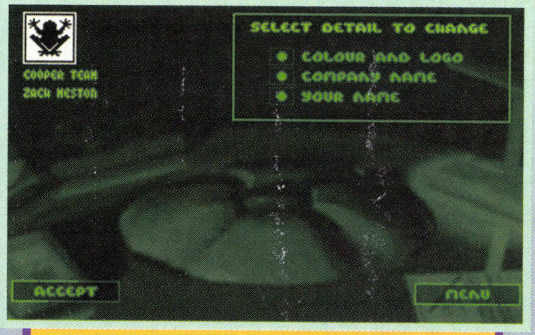
(CAPCOM FOR THE SUPER NES)

Disable Special Moves—Two Players

Enter a "**V.S. Battle**" and choose your characters. When the "Handicap" screen appears, press **Down**, **R**, **Up**, **L**, **Y**, **B** on *controller two*. You'll get a hidden configuration menu that shows you **all** of your character's secret moves and allows you to disable **any** individual attack!

Once the code is in place, you can continue to call up the new configuration menu simply by pressing **START** on controller two whenever you're at the "Handicap" screen.

TIPS & TRICKS





SYNDICATE

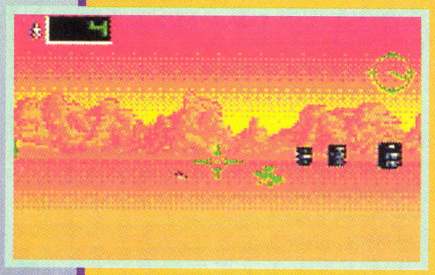
(ELECTRONIC ARTS FOR THE AMIGA AND IBM)

Cheat Mode

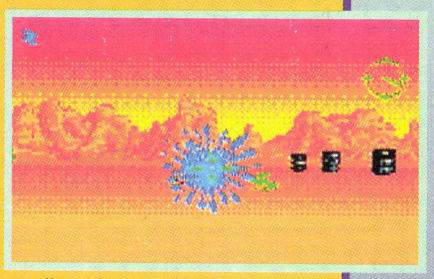
Both versions of this great strategy/arcade game from Bullfrog (creators of *Populous I* and *II* and *PowerMonger*) have cheat modes, but the Amiga version has two slightly different cheats.

Amiga: Enter **MIKES TEAM** or **MARKS TEAM** as your company name. You'll receive mass quantities of money and equipment. **MIKES TEAM** lets you select any mission, while **MARKS TEAM** pre-equips your agents.

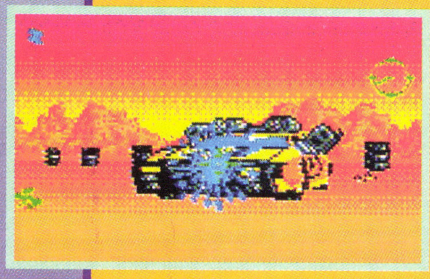
IBM: Enter **COOPER TEAM** as your company name for lots of big bucks and gnarly stuff.



Press **OPTION 1+OPTION 2** simultaneously while on foot....



You'll get the paint gun!



Use it to blind your enemies.

BATTLEWHEELS

(BEYOND GAMES FOR THE ATARI LYNX)

Get the paint gun on foot

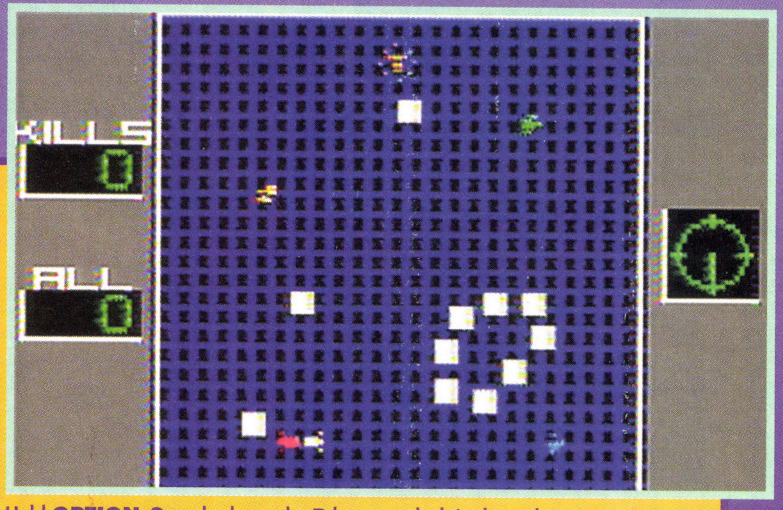
When you leave your car and set out on foot in Beyond Games' award-winning *BattleWheels*, you'll have a machine gun and just four missiles to protect yourself with. But if you press **OPTION 1** and **OPTION 2** at the same time, you'll get a paint gun to blind your opponents with!

BATTLEWHEELS

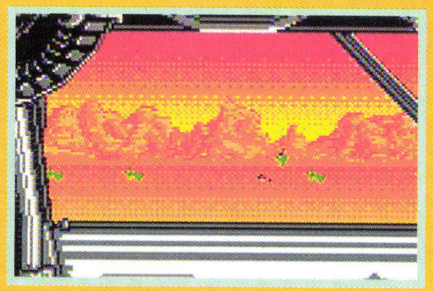
(BEYOND GAMES FOR THE ATARI LYNX)

Lock your viewpoint

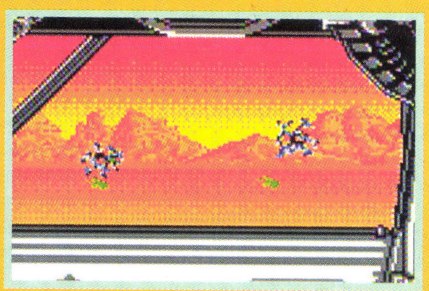
Here's a helpful feature of *BattleWheels* that's not mentioned in the instruction manual. Everyone knows that you can see the radar by pressing the **B** button, and that you can look left, right or back by pressing **Left**, **Right** or **Down** while the **B** button is held. When one of these alternate viewpoints is on the screen, press and hold **OPTION 2**, then release the **B** button. Next, release **OPTION 2**, and your viewpoint will be locked to the position you chose. Press **B** to return to the default (front) view.



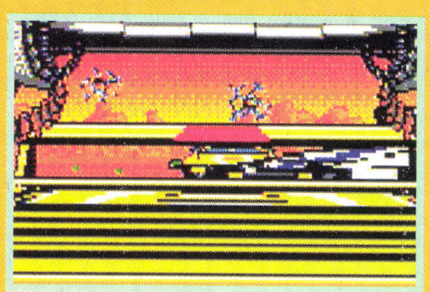
Hold **OPTION 2** and release the **B** button to lock in the radar....



...a driver's-side window view....



...a passenger's-side window view....



...or a rear view.

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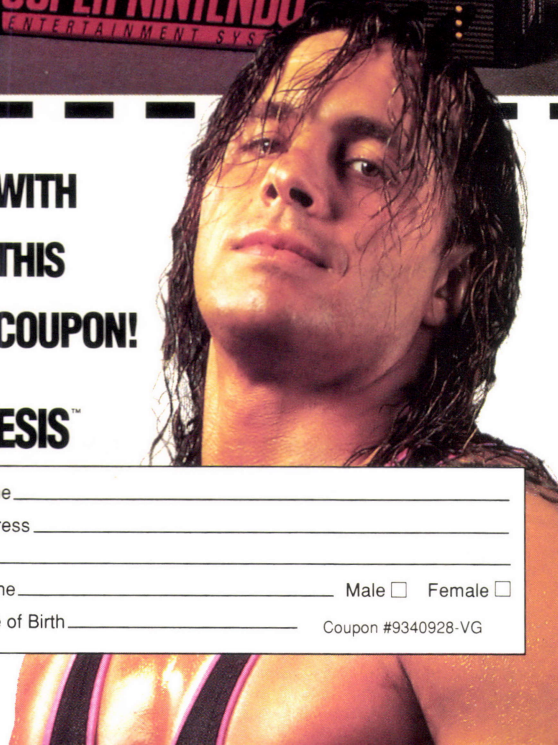


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BATTLEWHEELS

(BEYOND GAMES FOR THE ATARI LYNX)

Stealth mode!

At the option board, choose the **female** driver with the **short blond hair** and pick the **green car**. With the car box highlighted, hold **OPTION 1** and press **A**. The car should change to an all-black design. Now start the game (preferably a multiplayer ComLynx session) and your opponents won't be able to see your vehicle—it's completely **invisible!** Just drive right up to them and fire away; it'll freak 'em out to see your missiles come flying out of thin air!

Please note that if you press **OPTION 2** to exit your vehicle, you *will* be seen...and you'll have a hard time trying to find your own car if you want to get back in!



Hold **OPTION 1** and press **A**....



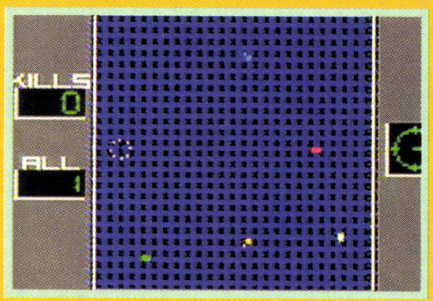
Your car will turn completely black.



Entering the arena...you're transparent!



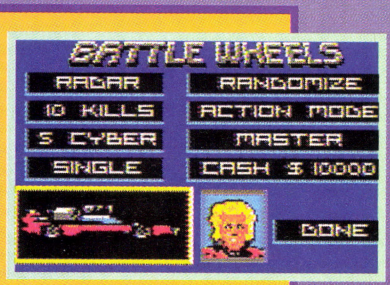
Your enemies won't know what hit them.



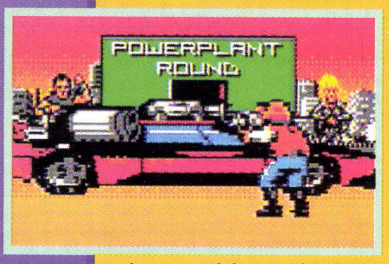
Not even radar can find you!



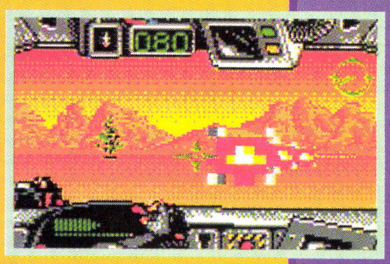
Hold **OPTION 1** and press **A**....



You'll get a red car with a black top.



It has rapid-fire and infinite ammo!



Try missiles; they fire like a flamethrower!

BATTLEWHEELS

(BEYOND GAMES FOR THE ATARI LYNX)

Super car!

At the option board, choose Biff (the **blond surfer dude**) and pick the **tan car**. With the car box highlighted, hold **OPTION 1** and press **A**. The car should change to a red color with a black top.

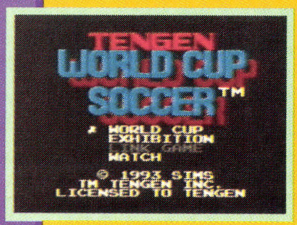
You now have a super-powered vehicle with **rapid-fire** and **unlimited ammo** for all weapons!

TENGEN WORLD CUP SOCCER

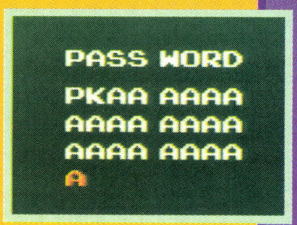
(TENGEN FOR THE GAME GEAR)

Shootout Mode

Choose "**World Cup**" from the main menu in *Tengen World Cup Soccer* and select the "**Password**" option. Change the first two letters of the password to "**PK**", then press the **1** button. When you return to the main menu, choose "**Exhibition**". Pick your teams and you'll enter a **shootout** game.



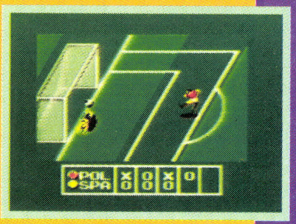
Choose **"World Cup"** to select **"Password"**.



Enter "**PKAA**...etc." and press **1**.



Now choose the "**Exhibition**" mode....



...to enter a shootout game!

PRINCE OF PERSIA 2

(BRODERBUND FOR THE IBM PC)

Infinite Health and Other Cheats

Perhaps the best IBM action/adventure game of 1993 also happens to have perhaps the best cheat mode of 1993! When you start the game from the command line, type **PRINCE YIPPEEYAHOO** instead of PRINCE to activate the cheat mode. Now press one of the following keys during the game:

F2 to make the word **POS** and a number appear at the bottom of the screen. (This is presumably your position on the screen using the game's coordinate system.)

F3 to make the message **PLAYER ON** appear. Press it again and the message **PLAYER OFF** appears. We honestly don't know what effect, if any, this has on the game, so write and let us know if you figure it out. You'll get your name in the magazine along with some always-enjoyable spending money.

F6 to make a **horizontal line** appear on the screen passing directly through where you're standing. The line tracks you as you move.

K to **kill** every enemy on the screen. Press it again to make the dead enemies come back to life and immediately get killed again! Highly amusing.

SHIFT-B to toggle the background off and on.

SHIFT-I to flip the screen upside-down. Press it again to invert the screen rightside-up.

SHIFT-K to lose one Health Bottle.

SHIFT-R to see the number of the room you're in.

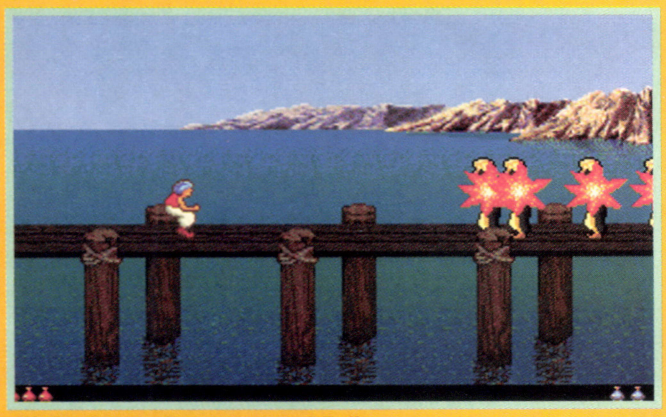
SHIFT-T to gain one Health Bottle.

SHIFT-W to hear a brief musical tune.

ALT-D to dump a file named **DUMP0.TXT** to the POP 2 directory. The file contains various data about memory and byte numbers—real exciting stuff if you're a programmer, a real waste of hard disk space if you're not.

+ (plus key) to add a minute to the timer.

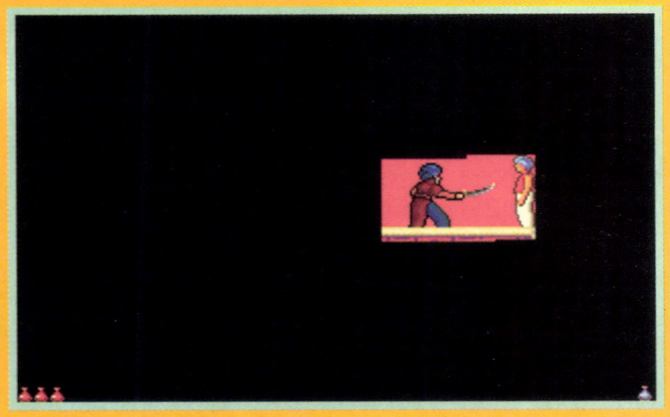
- (minus key) to subtract a minute from the timer.



With the cheat in place, press **K** to kill all enemies....



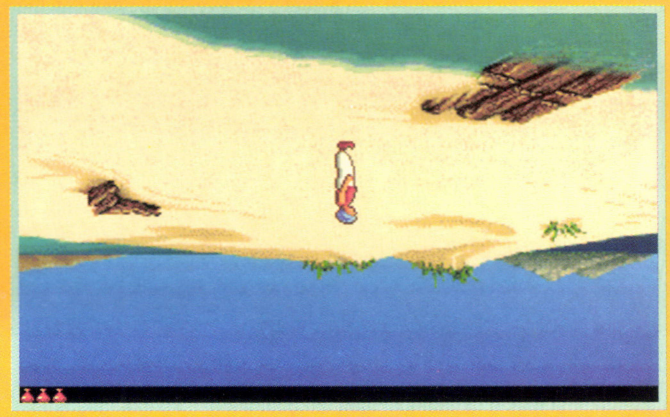
...**F3** to turn "Player On"....



...**SHIFT-B** to toggle the background....



...**SHIFT-R** to show the room number....



...or **SHIFT-I** to invert the screen!

TIPS & TRICKS

GAME GENIE CODES

MARIO IS MISSING!

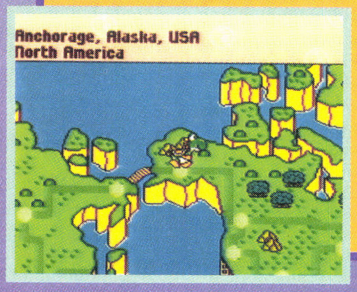
(SOFTWARE TOOLWORKS FOR THE SUPER NES)

Codes for use with Galoob's Super NES-compatible Game Genie Video Game Enhancer

DFED-4D04—Always get Yoshi after visiting globulator

CB8E-47AF+EE8D-1DDF+3C8D-1D0F—Pick up one artifact and get all three







GAME GENIE CODES

TEENAGE MUTANT NINJA TURTLES—FALL OF THE FOOT CLAN

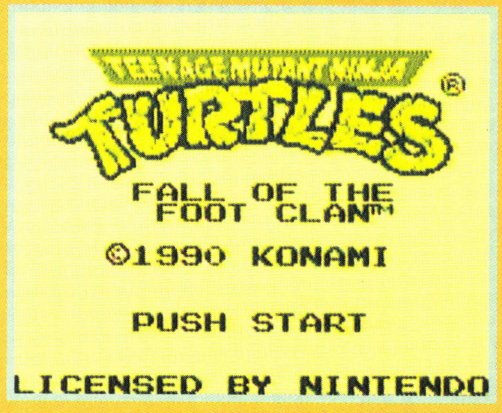
(KONAMI FOR THE GAME BOY)

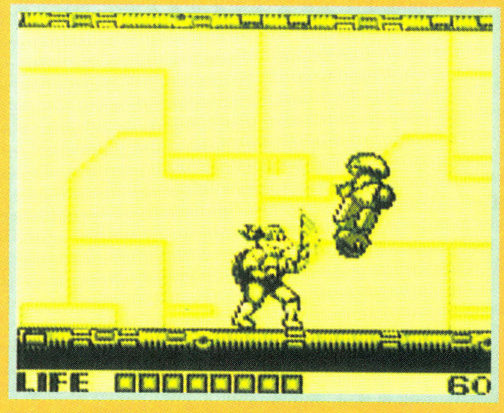
Codes for use with Galoob's Game Boy-compatible Game Genie Video Game Enhancer

017-B6F-E6A—Turtles never get captured

027-AAF-C4A—Start with two energy units after first turtle

067-AAF-C4A—Start with six energy units after first turtle





GAME GENIE CODES

JURASSIC PARK

(OCEAN FOR THE NES)

Codes for use with Galoob's NES-compatible Game Genie Video Game Enhancer

GZUXXKVS—Infinite ammo on pick-up

PAVPAGZE—More bullets picked up from smaller dinosaurs

ATVGZOSA—Immune to most attacks

GAME GENIE CODES

CASTLE OF ILLUSION STARRING MICKEY MOUSE

(SEGA FOR THE GAME GEAR)

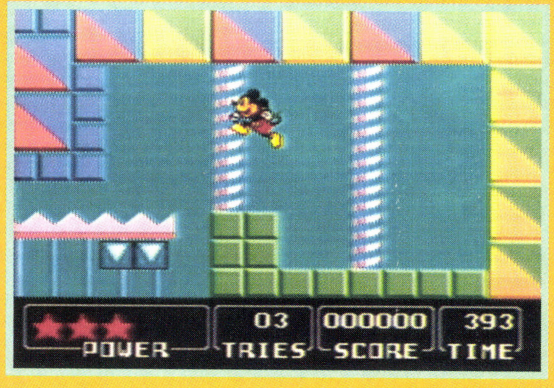
Codes for use with Galoob's Game Gear-compatible Game Genie Video Game Enhancer

008-A6E-E6E—Infinite lives

003-64C-E69—Infinite energy

066-C1E-F7A—Timer starts at 600





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VIDEOGAMES EXCLUSIVE STRATEGIES

by Zach Meston

SUPER MARIO ALL-STARS

Nintendo of America for the Super NES

Did we call this game *Super Mario Collection* in the July 1993 issue? Ahem. Yes, well, *Super Mario Collection* was the Japanese name of the game, and we thought it would have the same name in the States. Silly us. (Silly Nintendo—what's wrong with *Super Mario Collection*?) To make amends for our boo-boo, here are two pages of tips on three of the four games in *All-Stars*: *Super Marios 1*, *2* and *3*. Next month: tips on *The Lost Levels*.

Flagpole Fireworks

To get an explosion of **fireworks** (and extra points) at the end of a level, jump onto the **flagpole** when the last digit on the clock says **6, 3 or 1**. If the number is 6, you get six fireworks; if the number is 3, you get three fireworks; if the number is 1, you get a single explosion. Each firework is worth 500 points.



Minus World

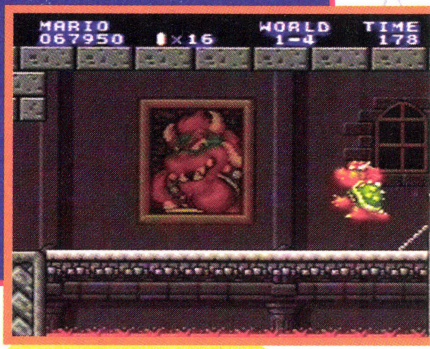
In the 8-bit NES original, there's a glitch that lets you enter **World -1**, also known as the "Minus World." Nintendo has kinda-sorta kept the glitch in *Super Mario All-Stars*: There's no Minus World here, just an unusual way of entering the first **Warp Zone**.



Play your way to the **pipe** at the end of **World 1-2**. Break the second and third bricks to the left of the pipe, then kneel down on the left side of the pipe. Jump up—while still kneeling—and steer right to hit your head on the back of the remaining brick. Hit the brick just right and you're sucked straight through the wall into the **Warp Zone**. In the 8-bit NES version, going down the first pipe takes you to **World -1**. In this version, you enter **World 4**, just as you do when you find the Warp Zone the "normal" way.

Blow Past Bowser

If you make it to the end of **World 1-4**, **2-4**, etc., as Super Mario, just run past **Bowser** and don't worry about getting hit. If you do get hit, you'll be invulnerable for a few seconds, long enough to drop Bowser into the lava.



Warp Zones

World 1-2: Jump up above the pipe just before the exit and walk right on the bricks to find a Warp Zone with pipes to **Worlds 2**, **3** and **4**.

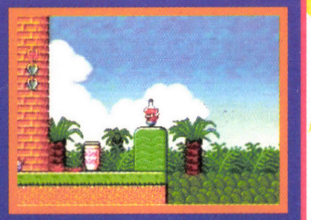
World 4-2: There are two Warp Zones in this World. To reach the first Zone, climb the **Ivy Vine** near the top of the screen about a third of the way through the World. (You have to hit a particular brick to make the Vine appear.) After you climb the Ivy, run right to the Warp Zone with pipes to **Worlds 6**, **7** and **8**. To reach the second Zone, jump up above the pipe just before the exit and walk right to find a Warp Zone with a pipe to **World 5**.



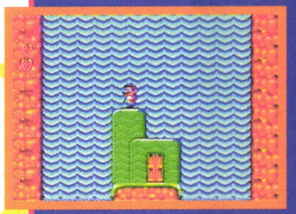
SUPER MARIO BROS.2

Warp Zones

World 1-3: There's a **Potion** near the end of this World. Carry it to the **Jar** on the right side of the tower and throw the Potion into the Jar. Enter subspace (by going through the door) and warp to **World 4-1** by standing on top of the Jar and pressing down.



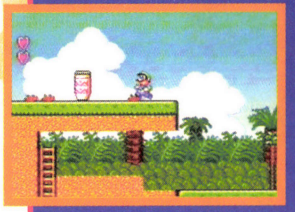
World 3-1: Fall down the second waterfall from the beginning of **World 3-1** and land on the small hill in the middle of the waterfall. Go through the door to enter a cave and walk right to find a long row of grass. Pull up the **tenth grass patch** from the left (it's also the sixth patch from the right) for a Potion. Carry the Potion to the Jar just past the grass. Throw the Potion into the Jar, enter subspace and warp to **World 5-1**.



World 4-2: Find the Potion in the area of **World 4-2** with the **whales**. Carry the Potion several screens to the right to find a platform with a Jar. Throw the Potion into the Jar, enter subspace and warp to World 6-1.



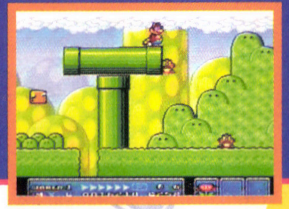
World 5-3: This warp is near the beginning of the World. Climb up the long ladder from the **Mask Room** until you reach the top. You'll see a platform above you with a Jar on it. Use a **Power Squat Jump** to leap up to the Jar. (**Luigi** is the best character to do this with.) Yank up the grass to find a Potion. Throw the Potion into the Jar, enter subspace and warp to World 7-1.



SUPER MARIO BROS. 3

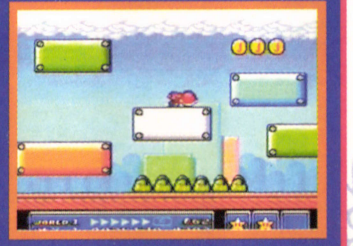
Build Your Lives

Play through **World 1-1** and collect a **mushroom** and **leaf** to become **Raccoon Mario**. In **World 1-2**, go right until you reach the pipe with **Goombas** coming out of it. Wait until five or more Goombas are on the ground, then jump into the air and land on a Goomba. Jump again and land on another Goomba. Keep jumping on Goombas without touching the ground and you'll score plenty of points and then 1-ups. Another place to try this trick is the **Mini-Fortress in World 2**. On the first screen are three **Dry Bones**. When all three are visible, fly up and jump on them repeatedly to score points and 1-ups.



Magic Whistles

Whistle 1: Near the end of **World 1-3** is a **white platform** with a Red Koopa on it, a green platform above it and a blue platform to the right. Stomp on the Koopa and pick up its **shell**, then walk to the middle of the white platform. Press Down on the controller and keep holding Down until you fall through the platform and into the background! Run to the right and, instead of finishing the level, you appear in a secret room with the first **Magic Whistle**. Use the Whistle on the map to warp to **World 2, 3 or 4**.





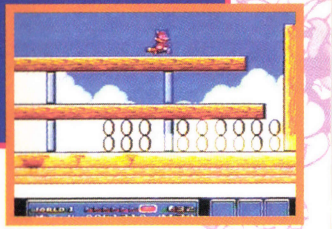
Whistle 2: You have to be **Raccoon Mario** to get this Whistle. Play through the Mini-Fortress in Stage 1 until you reach the door and the Dry Bones. Jump on the Dry Bones to knock him out, then get a running start to the left and fly over the top of the wall to the right. You'll go all the way off the screen. Keep running to the right until you enter a secret room with the second **Magic Whistle**. Use the Whistle on the Map to warp to **World 5, 6 or 7**.

Whistle 3: Play through **World 2-4** and defeat the **Hammer Brothers**. Get the Hammer from one of them and then use it on the rock in the upper right corner of the map screen to reveal a **secret path**. Now fight the Hammer Brothers in the secret area to get the third **Magic Whistle**.



Treasure Ship

There's a hidden Treasure Ship in the game filled with coins. To make it appear on the map, you have to finish a World with a particular score. The last two digits of your score have to be **10** and the number of coins you have must be **11** times the number of the World. For example, to make the Treasure Ship appear after you finish World 1-1, your score must end with 10 and you must have 11 coins. To make sure your score stays at 10, finish the World when the timer is on an **even** number.



Two-Whistle Warp

Normally, you need all three Whistles to warp to **World 8**, but not if you use this trick. Grab the first Whistle (**World 1-3**) and the second Whistle (from the **World 1** Mini-Fortress). Use the second Whistle on the map to enter the warp screen, then use the first Whistle to jump to **World 8**.



VIDEOGAMES
EXCLUSIVE STRATEGIES

by Zach Meston

FREDDY PHARKAS FRONTIER PHARMACIST

(Sierra On-Line for the IBM PC)

What can you say about an adventure game where one of the puzzles involves trying to avoid being killed by horse flatulence? Quite a lot, actually, which is why we put together this walk-through. Read on!







ACT II: THE PLOT SICKENS

Walk left two screens and enter **Mom's Cafe**. Pick up the **Can of Beans** and go back outside. Walk left one screen and go down the alleyway. Go right one screen to the **Church**, then walk into the lower-left corner of the screen to the back of the Cafe. Take the **Ice Pick** and the **Elixir**. Use the Ice Pick on the Tin Can to punch holes in it. Walk down one screen, left one screen and down one screen to **Smithie's Shop**. Take the **Rope**, **Leather Strap** and **Charcoal** from the forge. Use the Charcoal, then the Leather Strap, on the Tin Can to make a **Gas Mask**.

Walk right two screens and enter the **Mercantile Store**. Take the **Paper Bag** from the counter. Now head for your Lab and use the Gas Mask along the way. Before you go inside, use the Paper Bag on either horse when its tail raises to get a **Flatulence Sample**.

In the Lab, use the Elixir in the **Alcohol Lamp** and light it with the **Matches**. Refer to Flatulence and Aminophyllic Citrate in the *MDB* and follow the directions to make **Deflatulizer**. Go outside and use the Deflatulizer in the horses' water trough outside your shop.

Go to the Golden Balls Saloon and give Money to the bartender in exchange for **Beer**. Walk to the Church and open the doors. Look at the door on the right and take the **Church Key**. Walk left one screen, down one screen and left two screens across the bridge. Use the Church Key on the Beer and use the opened Beer on the railroad tracks to lead the snails to their doom.

Talk to **Srini** (on top of the anthill) and cross the bridge. Walk right several screens to the **Schoolhouse**. Take the **Ladder** from the slide and return to the anthill. Use the Ladder on the anthill to free Srini.



Go for a walk around Coarsegold to find out that the water supply has been contaminated. Return to the Lab, refer to Bisalicylate Antitoxidene in the *MDB*, and follow the directions to make **Pure Solution**. Walk to the anthill and take the Ladder, then walk to the **Water Tower** (one screen right of the Church). Use the Ladder on the bottom of the Tower and climb up. Take the Ladder and place it against the Tower. Climb the Ladder again. Use the Hand cursor on the Rope to create a **Lasso**, and use the Lasso on the top of the Tower. Climb to the top of the Tower and open the small hatch. Use the Pure Solution in the hatch to purify the water.



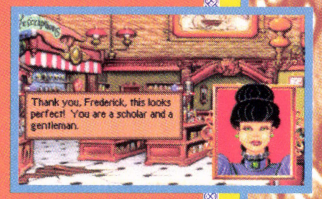


The **Assay Office** is on fire! Take the **Baking Soda** outside the Pharmacy and walk to the Schoolhouse. Put the Baking Soda on the right side of the **Teeter-Totter** and get onto the swing. Click the Hand cursor on yourself three times to swing higher and higher. When you reach the highest point in the swing, click the Hand on the roof of the Schoolhouse to jump across. Jump onto the left side of the Teeter-Totter to catapult the Soda onto the fire.



Walk left four screens and down one screen to the **Brothel**. Listen to the Banker and Sheriff and go into the Brothel. Pick up the **French Postcards** and talk to the ladies in the **Lobby**. Madame Ovaree eventually shows up and takes you into the back for conversation and (ahem) other things.

ACT I: LIVING THE COARSEGOLD DREAM

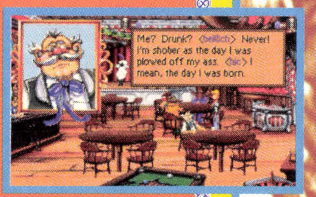


Talk to **Billy** and walk right two screens to the **Pharkas Pharmacy**. Talk to Dominick and use the **Door Key** on the front door of the Pharmacy. Go inside. Pick up the **Preparation G** from the "Reduced!" table and walk behind the counter. Take **Penelope Primm**'s prescription and go through the back door to your Laboratory.

Refer to Pepticlymacine Tetrazole in the *Modern Day Book of Health and Hygiene* (just *MDB* from now on) and follow the directions to fill Penelope's prescription. Then take the **Medicine Bottle** out to Penelope and give it to her.



Helen Back is your second customer. Take her prescription and go to the laboratory. Refer to Quinotrazate in the *MDB* and follow the directions. Take the **Medicine Bottle** out to Helen and give it to her.



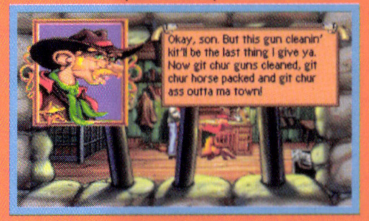
Madame Ovaree is your third customer, but her prescription is illegible. Leave the Pharmacy and walk left two screens to the **Golden Balls Saloon**. Go inside to find **Doc Gillespie**. Take the **Shot Glass** from Doc and use it on the Prescription. Give the **Prescription Under Glass** to the Doc and he writes a correction. Go back to the Lab. Refer to Estrosterane in the *MDB* and follow the directions. Then take the **Medicine Box** out to Madame Ovaree and give it to her.

When Madame leaves, **Smithie** shows up with an itchy rear end. Give him the Preparation G and he gives you **Money**. Then the sheriff comes in and closes your Pharmacy down!

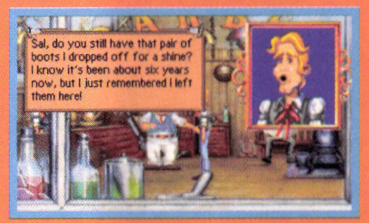
ACT III: GUNS AND NEUROSES

Open your nightstand drawer and look inside. Take the **Desk Key** and walk down to the Lab. Use the Desk Key to unlock the roll-top desk. Open the desk and use the Key again to unlock the desk drawer. Open the drawer, look inside, and take the **Letter**. Look at the Letter in your inventory window to read it.

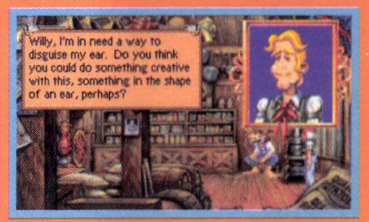
Go to the Church and walk through the archway into the **Cemetery**. Pick up the **Shovel** and look for **Philip D. Graves**' grave. Use the Shovel on the grave to dig it up, then use the Hand cursor on the open grave to search and find the **Deposit Key**. Use the Shovel on the open grave to fill it up again. Walk to the **Bank of Bob** (next to Smithie's Shop) and give the Deposit Key to the Banker. Open the deposit box and take the **Pistols** and **Neckerchief**.



Go to Mom's Cafe and use the **Coffee Pot** to pour a cup of **Coffee**. Walk to the **Sheriff's Office** (a few doors to the left of the Pharmacy) and give the Coffee to the Sheriff in exchange for **Ammunition**. Pick up the **Horse Plop** on the street and drop it on the floor of Mom's Cafe. Run to the back of the Cafe and take the **Pie** from the window. Go to the Sheriff's Office and give him the Pie in exchange for a **Cleaning Kit**. Use the Kit and the Ammunition on the Pistols. Walk to the Cemetery to find Srini. Use the **Empty Bottles** on the fence behind Srini and practice your shooting.



Walk to Freddy's bedroom and take the **Clothes** out of the trunk. Open the large dresser drawer, look inside and take the **Boot Claim Check**. Go to the **Barber Shop** (one screen left of the Pharmacy) and give the Check to the Barber for your **Boots**.



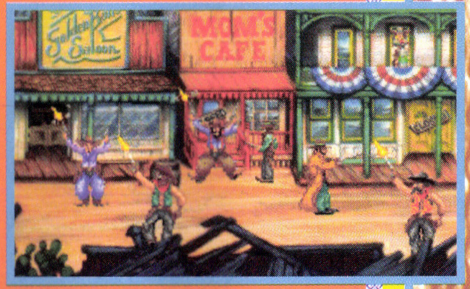
Go back to the Pharmacy and take the **Silver Medallion** from the wall. Walk to the Mercantile Store and give the Medallion to **Willy** for instructions on making an ear. Walk to the Church and take some **Candle Wax**. Return to the Mercantile Store and take **Willy's Knife**. Use the Knife on the Candle Wax to make a **Wax Ear**. Now walk to the Cemetery and take some **Clay** from Philip's grave. Use the Clay on the Wax Ear to make a **Wax Filled Mold**.

Walk to the Lab and use the Matches on the Alcohol Lamp to light it up. Heat up the Clay Ear Mold to make an **Empty Mold**. Put the **Crucible** on the table and put the Medallion in the Crucible. Use the Crucible on the Lamp to melt the Medallion. Use the Empty Mold on the Crucible to make a **Silver Filled Mold**. Open the Mold to get your **Silver Ear**. Put on your Neckerchief to automatically put on the entire disguise.

ACT IV: SHOWDOWN AT THE HALLELUJAH CORRAL



Walk down the street and talk to **Chester Field**, then enter the Saloon. Talk to everyone, then use the Look cursor on **Aces**. Click the Hand cursor on Aces' third hand as he raises it. When he draws his gun, you automatically overturn a table and dive behind it. Shoot the foot railing along the bar and the bullet ricochets into the chandelier, which crashes down on Aces.

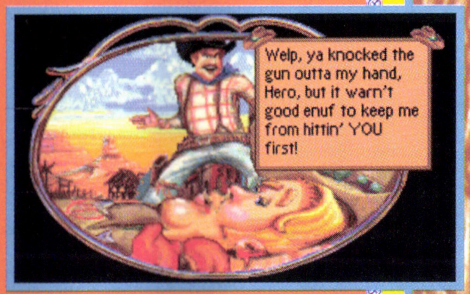


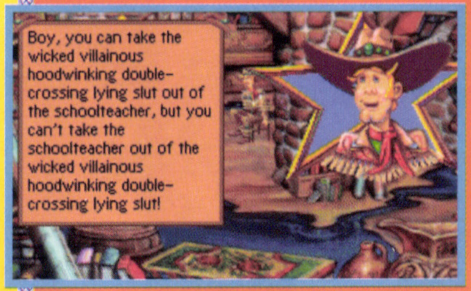
Leave the Saloon through the back door to avoid the **Cowhands** on Main Street. Go into the Barber Shop through the rear entrance. Give the French Postcards to the Barber in exchange for **Nitrous Oxide**. Leave the Barber Shop through the back door and walk to the back of Mom's Cafe. Go up the stairs to the **Hotel Balcony**. Put the Nitrous Oxide on the rail of the balcony and go back down the stairs. Walk to the Brothel and shoot the Nitrous Oxide from the **Gazebo**.



Walk up to Main Street to encounter the **Lever Brothers**. In the action sequence, shoot only the Brothers, Snails and Vultures. Win the sequence and **Kenny the Kid** shows up. As soon as Kenny draws his gun, shoot him. (He shoots you, too.)

Take the Neckerchief from your neck and use it on your ear to stop the bleeding. You then go talk to **Penelope**, who pulls a gun on you. Click the Hand cursor on yourself to take off your Pistols, then pick up the **Slate** from the desk to deflect Penelope's shot.





After Penelope knocks over the lantern and leaves, click the Hand cursor on yourself repeatedly to rock over the chair. Pick up the **Silver Ear** and use the Ear on the floor to sharpen it. Use the Ear on the ropes to free yourself.



Grab the **Sword** from the wall and fight Penelope. She either thrusts up or thrusts down, although she sometimes feints, so you can't tell where she's about to thrust. Watch her closely and you can usually tell just as she starts the thrust whether it'll be up or down; click the Sword on Penelope or on Penny's sword in response, clicking high to meet an upward thrust or clicking low to meet a downward thrust. Keep driving her back until she falls and drops her Sword. When Kenny the Kid enters the Schoolhouse, keep the Sword on Penelope and use your Silver Ear on Kenny to kill him. You win!

WANNA PLAY?

Grab your pea-shooter— Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

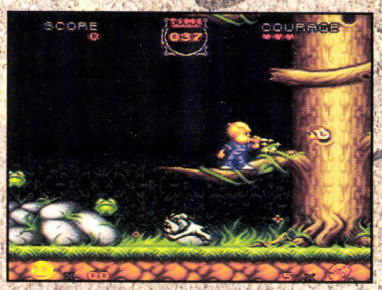
Then, when no one was looking, Switchblade Sam made off with Mr.Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!



Dennis the MENACE



With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.

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Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

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CIRCLE #111 ON READER SERVICE CARD

VIDEO-GAME PREVIEWS

BY CHRIS BIENIEK

Sonic Spinball

SEGA

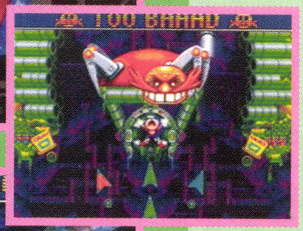
For the Sega Genesis

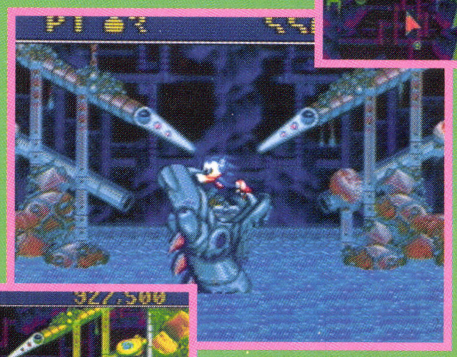
AVAILABLE: NOVEMBER

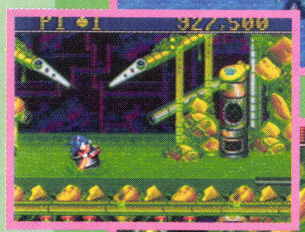
When we said in our annual awards issue that the Casino Night Zone was our favorite sequence in *Sonic the Hedgehog 2*, somebody at Sega must have been listening. *Sonic Spinball* is an entire 8-megabit cartridge of pinball action featuring Sonic as the ball.

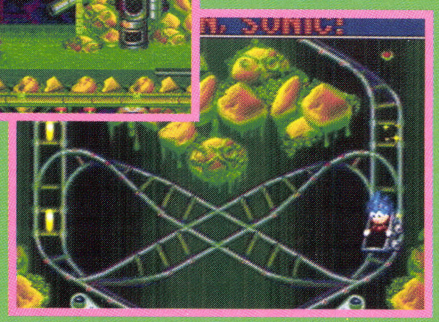
Though these photos show a rough beta copy of the game, it's already obvious that the game includes plenty of hidden areas, power-ups and bad guys. Look for a full review and more photos in our December issue.











Sonic Chaos

SEGA

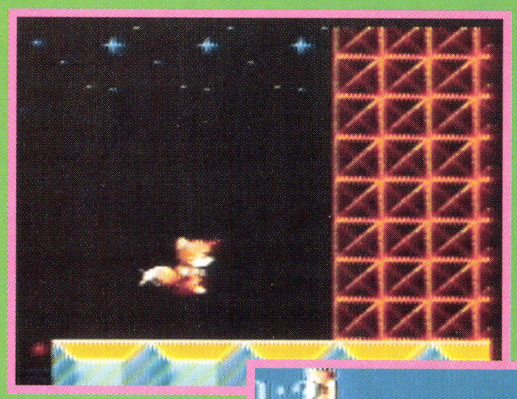
For the Sega Game Gear

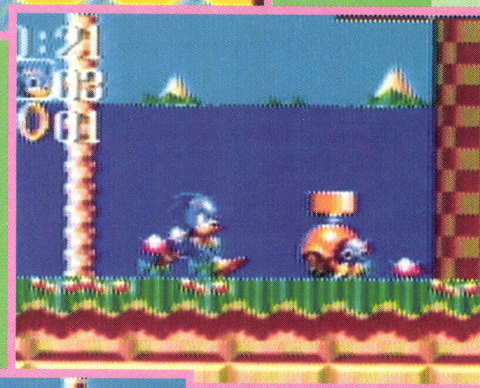
AVAILABLE: NOVEMBER

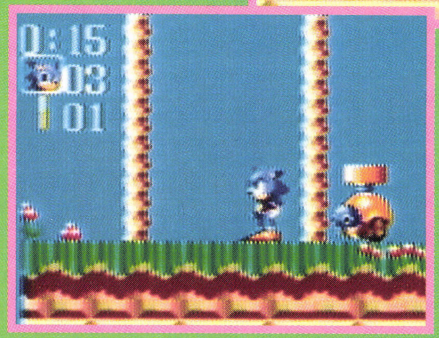


A new Game Gear sequel featuring Sonic and Tails, *Sonic Chaos* will be released with *Sonic Spinball* in November, one year after *Sonic 2* hit the shelves.

Once again, Sonic's archenemy, Dr. Robotnik, is responsible for creating havoc. He has stolen a red Chaos emerald and has plans to steal more; Sonic and Tails must protect the five remaining emeralds and retrieve the red one before Robotnik can use them to create a deadly nuclear weapon.





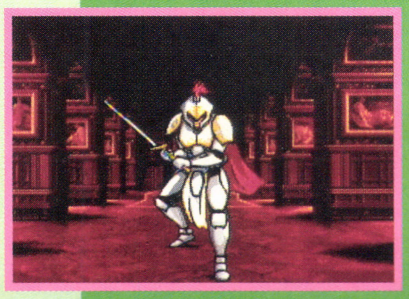


Dungeon Explorer II

TTI

For the TurboGrafx-16/Duo

AVAILABLE: NOW





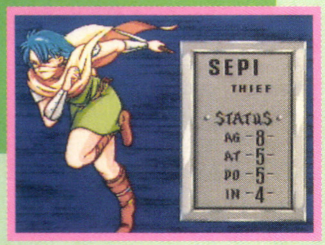
Here's another look at the sequel to NEC's popular *Dungeon Explorer*, which we previewed first in our February issue.

Final text has been approved and the soundtrack—produced by Working Designs—is final as of this writing. The game should be on the shelves as you read these words, so get those TurboTaps fired up for five-player adventure/RPG action.









Sylvester & Tweety's Cagey Capers

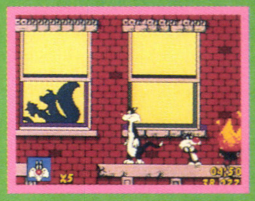
TECMAGIK

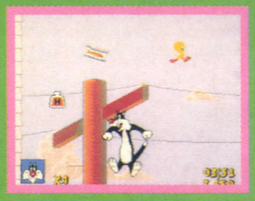
For the Sega Genesis

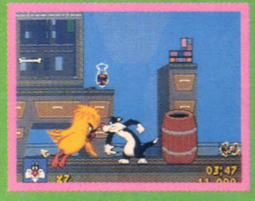
AVAILABLE: JANUARY

Designed and programmed by up-and-coming developer Alexandria Inc., this 16-megabit "cartoon action adventure" features animation, backgrounds and digitized character voices from the Saturday-morning cartoons.

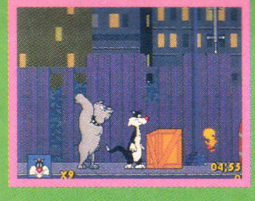
Sylvester can hide by pulling a lampshade over his head, and, when Tweety hides in a bottle of Hyde potion, he turns into a blue-eyed monster. A Game Gear version is expected to be released before the end of the year.

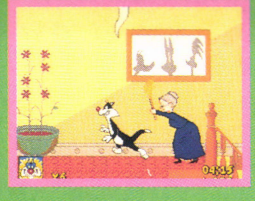












Legend

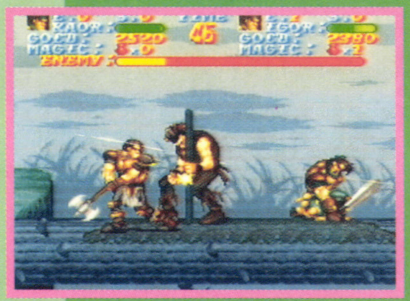
SEIKA

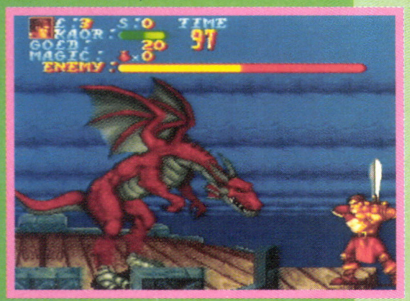
For the Super NES

AVAILABLE: NOVEMBER

If the term "hack & slash" was coined to describe one video game, *Legend* is it. With large characters, lots of multiplane scrolling, Mode 7 effects and atmospheric music, it's a sword-and-sorcery epic of European design that places a strong emphasis on the *sword* part.

With an option for two-player cooperative play, gamers will get to hear the clash of swords and shields over and over again. Fans of Sega's *Golden Axe* should keep an eye out for *Legend*.











Popeye 2

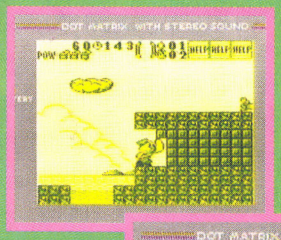
ACTIVISION

For the Nintendo Game Boy

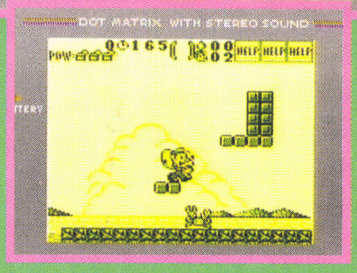
AVAILABLE: OCTOBER

The first *Popeye* game for the Game Boy was successful in Japan, but it has taken a long time for this sequel to make it to these shores. *Popeye 2* features the beloved sailor in a scrolling platform game that's very reminiscent of the original *Super Mario Land* Game Boy cart.

The game is one of three new Game Boy titles to be released by Activision this holiday season; *Alien vs. Predator* and *The Real Ghostbusters* are the other two.







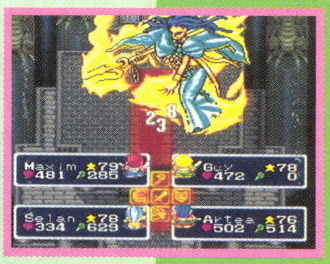
Lufia and the Fortress of Doom

TAITO

For the Super NES

AVAILABLE: NOVEMBER

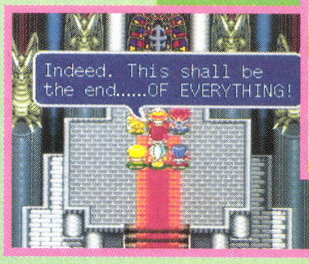






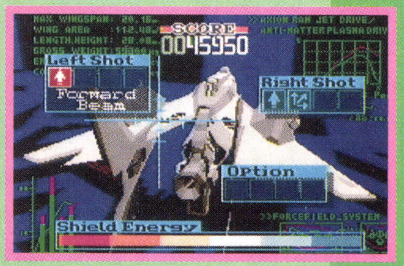
A dramatic adventure that caters artfully to fans of Square's *Final Fantasy* games, *Lufia and the Fortress of Doom* is a new role-playing game from Taito that was released—to great success—in Japan under the name *Estpolis*.

An interesting twist appears at the very beginning of the game: Instead of watching a dramatic introduction that sets up the story line, players are thrown head-first into the tail end of a bombastic battle with four evil boss characters. This gives you a taste of the spells, weapons and combat interface well before you go through the trouble of building up your character's attributes.









Silpheed

SEGA

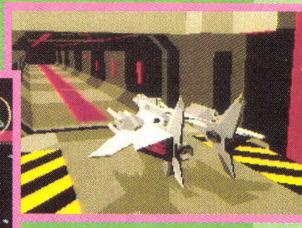
For the Sega CD

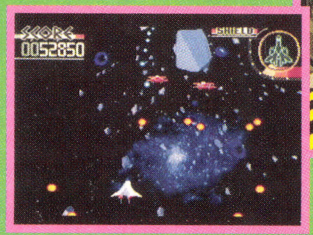
AVAILABLE: OCTOBER

Developed by Game Arts, *Silpheed* for Sega CD has nothing in common with the Game Arts PC shooter of the same name that was distributed by Sierra several years back. This atmospheric space shoot-'em-up is jam-packed with polygon-based characters and moving backgrounds generated "on the fly" from the CD.

The result is a visually stunning shooter that sold out of stores upon its release in Japan in August. Expect lots of power-ups, boss battles and smoothly animated intermissions.







Imperial Troops



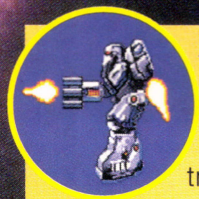
COLD ASSAULT STORMTROOPERS

Assembled by the Empire's General Veers, the "Snowtroopers" are part of an elite corps. With the destruction of the Death Star and the Rebellion growing stronger, the Emperor took no chances with his assault on the Hoth base. The stormtroopers assembled by Veers represent the best of the Empire and are among the most efficient fighting forces it has. Their infiltration of the Hoth Rebel base makes them a dangerous and numerous opponent. They are also part of the Cloud City force.



GRENADIER TROOPERS

Protected by large alloy shields, these troopers toss small plasma grenades. Found inside the Rebel base, their mobile barriers offer tough resistance. They can also be found inside Cloud City.



ZERO-G STORMTROOPERS

Harnessed inside a powerful assault armor, these troopers are greatly feared. Armed with a jet pack and ion cannons, they are extremely tough, fast and deadly. They are located in the Rebel base on Hoth.



AIR ASSAULT TROOPERS

Also known as "Airtroopers," these flying troopers use jet packs and ion guns in a deadly combination. They can be found throughout Hoth, inside the Rebel base and also flying as support for the Imperial AT-AT Walkers.



LASER CANNON GUNNERS

Firing heat-seeking missiles, these stormtroopers are a lethal part of the Imperial force. They are among the forces infiltrating the Hoth base, and also are part of the contingent sent to Cloud City.



SECURITY FORCES

Found only on Cloud City, these stormtroopers are part of Darth Vader's personal guard. They are some of the fiercest troops the Empire has.

Note: This information was edited from the *Star Wars: Empire Strikes Back Galaxy Guide 3*, by West End Games.




VIDEO GAMES
THE ULTIMATE GAMING MAGAZINE
SUPER STAR WARS
THE EMPIRE STRIKES BACK
WINTERS '92

The Bounty Hunters



DENGAR

As a young Swoop racer (a race using repulsorlift bikes), Dengar had challenged another young racer by the name of Han Solo to a head-to-head race. It was a fierce contest, which ended tragically when Dengar, not knowing Solo was above him, pulled up into Solo's main repulsor fin, suffering debilitating burns and head injuries. Marked as a loser and outcast, it is the hatred for Solo that caused Dengar to turn to bounty hunting. It is also this hatred that Darth Vader hopes will drive Dengar to his prey. Armed with a flame staff, Dengar can quickly spin it as an effective shield, then thrust outward for a deadly long-range attack.



IG-88

Built while the designers did not fully understand the programming technology they were dealing with, the five original IG series prototypes, upon activation, immediately slaughtered the staff and escaped. Now, although safeguards and restraining bolts are required by law, IG Droids are still fiercely independent and well-suited for their role as assassin droids. Using a twin freeze-wave rifle, IG-88 is, understandably, the most feared assassin droid in the galaxy.



4-LOM

Amazingly, the bounty hunter 4-LOM used to be an extremely passive and benevolent protocol droid onboard a passenger liner. Overriding its programming, the droid began pilfering items as a sort of game. It eventually jumped ship to continue its newfound life of crime. Still remaining removed from any type of violence, it eventually became noticed by the notorious Jabba the Hutt. Jabba, realizing 4-LOM's extreme intellect would make him an effective bounty hunter, offered to refit and rebuild the droid in exchange for its services. Paired with the bounty hunter Zuckuss' ability to outguess opponents, 4-LOM's analytical skills make them a deadly combination. 4-LOM uses an ion launcher that shoots an ion charge into the air, then explodes, dispersing the deadly charges over its target.



BOSSK

This lizardlike alien is a Trandoshan, a race known especially for its hatred of the peaceful Wookiees. Because of this, it is actually the elusive Chewbacca, and not Han Solo, who Bossk seeks to destroy. Similar to Dengar's hatred for Solo, Bossk has been time and again embarrassed by his inability to capture the great Wookiee, Chewbacca. When Darth Vader's call for bounty hunters to search for Han Solo and his partner was sent, Bossk was one of the first to answer. Using a lethal plasma disk, Bossk hurls it with deadly accuracy.



ZUCKUSS

Calling himself a "findsman," this bounty hunter often pairs up with the droid 4-LOM. Using uncanny hunches, this alien belonging to the Gand race is a tireless tracker, employing time-honored methods passed down from his family through many generations. He is known for his ability to brave any environment or terrain in pursuit of his quarry. Zuckuss must use a breathing apparatus while away from his home world, and carries a small box that contains a microplasma blaster. Contained in this mysterious device is an electromagnetic field generator, which can supercharge Zuckuss into a bouncing sphere of energy, making him extremely hard to destroy.



BOBA FETT

Known throughout the Galaxy as one of the deadliest bounty hunters in existence, Boba Fett uses a wide array of weapons against his prey. Joining Darth Vader's search for the infamous Captain Solo, Boba Fett virtually guaranteed Solo's capture. Indeed, it is Fett who eventually claims the capture of Han Solo. Just some of Fett's arsenal includes an ion rifle, a freeze-wave blaster and a missile launcher. His jet pack also makes him an elusive opponent. Almost as infamous as Fett himself is his ship, *Slave 1*. Customized by Fett, *Slave 1*, like its owner, is one of the deadliest fighting machines in existence.

Dream TV

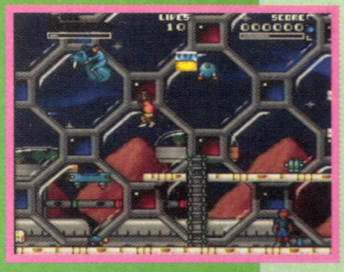
TRIFFIX

For the Super NES

AVAILABLE: DECEMBER







An action/puzzle game for one or two players, *Dream TV* presents a unique display with split-screen action in two-player mode, but tracks two characters separately even in the one-player mode. A single player must toggle between the two characters using the L or R buttons on top of the controller.

Fans of *ToeJam & Earl*, *World of Illusion Starring Disney's Mickey Mouse & Donald Duck* and *The Lost Vikings* will find plenty of play value here, as *Dream TV* echoes elements of each of these three games.





Jim Power: The Lost Dimension in 3-D

ELECTRO BRAIN

For the Sega Genesis

AVAILABLE: NOVEMBER

For the Super NES

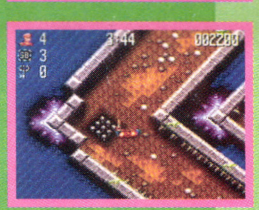
AVAILABLE: NOVEMBER





Super NES screens shown.





Developed in France by Loriciel (creators of *Best of the Best Championship Karate*), these 16-bit cartridges attempt to generate a three-dimensional effect with the use of wild layers of scrolling and a special pair of glasses with one eye darkened.

Does it work? We tested both games in the *VideoGames* offices—even darkened the lights for optimum viewing conditions—and the answer is a resounding *yes!* It's not "true" 3-D, but you'll swear that there's depth in the screen. A non–3-D Game Boy version of *Jim Power* will be released in December.









Cliffhanger for the Super NES

Cliffhanger

SONY

For the Super NES

AVAILABLE: DECEMBER

For the Sega Genesis

AVAILABLE: DECEMBER

Sony Imagesoft recently gave *VideoGames'* own Jason Wilburn a sneak preview of the first two *Cliffhanger* video games, based on the Sylvester Stallone summer film.

Both the Super NES and Genesis versions of *Cliffhanger* were developed by Malibu Games and will be released as 8-meg cartridges. The game is also expected to appear on the NES, Game Boy and Game Gear within the next few months, and the Sega CD *Cliffhanger* should be on the shelves any day now. Look for the avalanche sequence—it's a killer!









Cliffhanger for the Genesis

YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS™!

Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!



NEXT STOP... BART'S NIGHTMARE



BARTMAN TO THE RESCUE



EVER-DANGEROUS MOMTHRA



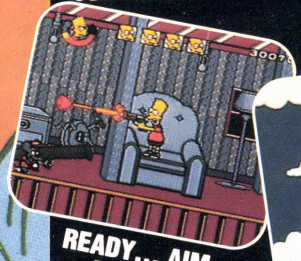
IT'S SMILING JOE FISSION



TEMPLE OF MAGGIE MAYHEM



ITCHY AND SCRATCHY HIJINX



READY... AIM... PLUNGER!



WHY YOU LITTLE...



GREAT BALLS OF FIRE!

GASP! ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!



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SEGA GENESIS
16-BIT CARTRIDGE

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Adv Dino Riki	1	7
Adv Island	6	20
Adv Island 2	16	36
Adv Island 3	24	42
Adv Of Lolo	10	20
Adv Of Lolo 2	12	29
Adv Of Lolo 3	20	42
Adv T Sawyer	4	12
After Burner	4	14
Air Fortress	1	5
Airborne Rngr*	16	30
Airwolf	4	8
Al Unser	3	15
Alfred Chckn*	16	30
Alien 3	18	40
Alien Syndrme	4	8
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Amagon	1	5
Amer Gladtrs	10	20
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Astyanax	1	5
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Back Futr 2/3	2	10
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Bad News Bsbl	6	16
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Blazebstrs*	16	30
Blue Marlin	22	45
Blues Bros	12	26
Bo Jackson	10	22
Bomberman	6	18
Bomberman 2	24	40
Bonk's Adv*	22	39
Boomrng Kid*	22	39
Boulder Dash	4	16
Boy & His Blob	3	10
Brainies*	$22	$39
Break Time	16	38
Breakthru	1	5
Bubble Bbbl	10	22
Bubble Bbbl 2*	16	30
Bucky O Hare	12	26
Bugs Bny Bday	12	22
Bugs Bny Cstl	8	22
Bump & Jump	2	10
Burai Fighter	1	6
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Calif Raisins	16	30
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Capt Comic	1	6
Capt Planet	8	19
Capt Skyhawk	1	5
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Castlevania 2	2	7
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Cobra Triangle	1	6
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Conq Xtal Plce	1	7
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Crash/Boys-Strt	14	28
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Cybernoid	1	5
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Darkwing Duck	12	30
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Deadly Towers	1	4
Death Race	4	18
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Destiny Of Emp	12	22
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Dirty Harry	2	7
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Dizzy	8	28
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Double Drag	2	7
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Double Drag 3	2	12
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Dr Jekyll/Hyde	1	5
Dr Mario	4	20
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Dragon Fighter	8	24
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Dragon Spirit	1	5
Dragon Warr	2	5
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Dragon Warr 3	26	48
Dragon Warr 4	30	48
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Dragonstrike	14	28
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Duck Tales 2*	22	40
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Dusty Diamond	12	24
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F 15 City Wars	10	20
F 15 Strike Eagle	14	28
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Faria	18	36
Faxanadu	1	6
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Flash	16	30
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Flintstones 2*	16	30
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Flyng Warriors	6	16
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Gauntlet	1	5
Gauntlet 2	2	8
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Genghis Khan	14	28
George Foremn	6	30
Ghost Bstrs	1	5
Ghost Bstrs 2	3	10
Ghost Lion	14	28
Ghosts & Gblns	1	6
Ghoul School	3	22
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GI Joe Atl	10	22
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Goal 2	14	35
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Godzilla 2	18	38
Gld Mdl Chll 92	8	26
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Golf Grandslam	20	38
Golf Pebble Bch	4	15
Golf Power	16	30
Golgo 13	1	4
Goonies 2	1	5
Gotcha	1	7
Gradius	2	8
Grand Prix	16	30
Grt Wld Srch	$16	$30
Gremlins 2	4	10
Guardian Lgnd	1	5
Guerilla War	2	8
Gum Shoe	1	5
Gun Nac	3	24
Gunsmoke	3	8
Gyruss	4	10
Hammrn Harry*	16	30
Harlm Glbtrtrs	6	15
Hatris	18	36
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Heavy Shreddin	1	7
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Olympic Gold	16	32
Onslaught	2	12
Out This Wrld	22	42
Outlander	20	38
Outrun	20	38
Outrun 2019	22	40
Pacmania	26	45
Paperboy	20	38
Paperboy 2	24	44
Pat Rily Bskbl	4	16
Pele'*	26	45
PGA Tour Golf	18	40
PGA Tour Golf 2	36	60
Phant Star 2	18	34
Phant Star 3	22	39
Phelios	3	12
Pigskin Ftbrwl	18	38
Pink Panther*	26	45
Pirates! Gold*	26	45
Pitfighter	14	30
Pitfighter 2*	26	45
Populous	2	12
Power Monger	24	42
Powerball	12	26
Predator 2	12	35
Pro Am Racing	20	40
Pro Quarterback	12	35
PTO*	26	45
Puggsy*	26	45
Quackshot	8	24
Quad Challenge	16	30

We Pay You/We Sell Used		
Race Drivin*	$26	$45
Raiden Trad	10	22
Rambo 3	10	22
Rampart	22	45
Ranger X*	26	45
Rastan Saga 2	4	19
RBI Bsbl 3	10	25
RBI Bsbl 4	20	42
RBI Bsbl 93	30	50
Revenge Shnobi	6	18
Rddck Bwe Bxg*	26	45
Rings Of Power	18	36
Risky Woods	16	40
Road Blasters	12	30
Road Rash	20	38
Road Rash 2	30	50
Road Riot 4WD	24	45
Robo Cop 3*	26	45
Robo Cp v Trm*	26	45
Rckt Knght Adv*	26	45
Rcky/Bllwnkl*	26	45
Rgr Clemns	16	35
Rollng Thndr 2	14	30
Rollng Thndr 3*	26	45
Rolo To Rescue	24	40
Rmnc 3 Kngds 2	36	59
Sagaia	4	18
Saint Sword	10	28
Seven Cities	26	45
Shadow Beast	6	20
Shadow Beast 2	8	35
Shadow Blaster	4	15
Shadow Dancer	8	18
Shanghai 2	26	45
Shining Drkns	14	30
Shining Force*	28	50
Shinobi 3	26	44
Shove It	10	22
Side Pocket	30	50
Smpsns-B v SM	10	35
Smpsns-B Ntmr*	26	45
Slaughtr Sprt	10	30
Slime World	12	38
Soccer	6	16
Socket*	26	45
Socks the Cat*	26	45
Sol-Deace	14	35
Son of Chuck*	26	45
Sonic Hdghog	3	15
Sonic Hdghog 2	18	35
Sonic Spinbll*	26	45
Sorcrs Kngdm	24	45
Space Harrier 2	4	15
Space Invaders	30	50
Speedball 2	10	25
Speedway Chall*	26	45
Spiderman	8	26
Spdrmn/X-Mn*	26	45
Splttrhse 2	18	38
Splttrhse 3*	26	45
Sprts Tlk Bsbl	14	35
Star Control	10	28
Star Flight	16	34
Str Odyssy*	26	45
Star Quest*	26	45
Steel Empire	8	24
Steel Talons	4	28
Stellar Fire*	26	45
Stormlord	3	15
Strt Ftr 2 Sp Ch	32	60
Street Smart	6	25
Streets Rage	14	30
Streets Rage 2	30	50
Strider	6	20
Strider 2	24	45
Summer Chall	18	40
Sunset Riders	22	44
Superman	16	38
Supr Battleship*	26	45
Supr Battltank	20	40
Supr Bsbl 2020*	26	45
Supr Hang On	8	20
Supr High Impact	4	30
Supr Hydlide	4	12
Supr Monco GP	8	20
Supr Monco GP 2	22	40
Supr Off Road	16	38
Supr Smash TV	14	36
Supr Thndr Bld	6	20
Supr Vlybl	12	22
Swampthing*	28	50
Swrd Sodan	3	10
Swrd Vrmln	10	20
Syd Valis	12	35
Sylvstr Twty*	26	45
Talespin	16	38
Target Earth	6	15

We Pay You/We Sell Used		
Tsk Frc Harr	$12	$30
Tzmnia	18	36
Tm USA Bsktbl	16	38
Tm Wlms GP*	26	48
Techno Cop	8	18
Tchnoclsh*	26	45
Tecmo Spr Bwl*	28	50
Tecmo Spr NBA*	26	45
Terminator	8	30
Trmntr 2-Arcd	16	38
Trmntr 2-Jdgmt	30	50
Test Drive 2	14	38
Thms Tank*	26	45
Thunder Fox	12	25
Thndr Frce 2	4	12
Thndr Frce 3	4	18
Tiny Toons	28	48
TMNT-Hyprstn	24	45
TMNT-Trmmnt*	26	45
Toe Jam & Earl	18	38
Toki Ape Spit	16	36
Tom/Jerry Antc*	26	45
Tom Lsrda Bsbl	8	16
Tony La Russa	30	50
Toxic Crsadrs	10	22
Toys*	26	45
Trmpln Terror	6	18
Traysia	18	38
Troubl Shootr	3	20
Truxton	4	15
Turrican	3	15
Twin Cobra	10	22
Two Crude Dudes	10	36
Tyrants	20	45
Ultmt Qix	10	28
Ultmt Stuntman*	26	45
Uncharted Wtrs	28	50
Universal Sold	10	29
Valis	10	30
Valis 3	4	18
Vampire Killer*	26	48
Vapor Trail	10	30
Virtual Pinball*	26	45
Wardner	6	19
Warpspeed	18	44
Warrior Rome	8	20
Warrior Rome 2	22	40
Warrs Etrnl Sun	30	50
Warsong	20	40
Wheel Fortune	24	54
Whip Rush	3	15
Wings Of Wor	4	18
Winter Chall	8	22
Wolf Child	24	45
Wonder Boy	18	36
World Cup Sccr	26	45
Wrld Sers Bsbl*	26	45
Wrld Trphy Sccr	20	40
Wrth Of Gods*	26	45
Wrld Ldrbd Golf	18	38
WWF Ryl Rmbl*	26	45
WWF Sp Wrst	22	39
X-Men	28	48
Y's 3	14	36
Young Indy	22	44
Zany Golf	3	10
Zombie High	24	45
Zmbi Ate Nghbr*	26	48
Zoom	8	18

ACCESSORIES

Control Deck	$76	$90
Ascii Pad	6	24
Carry Case/Lg	8	18
Carry Case/Sm	4	12
Comp Pro	1	15
Contrl Pad(6 Btn)	8	22
Din Cable	8	18
Ext Cord Cntrl	6	15
Four Plyr Adptr	16	26
Game Genie	28	50
Game Holder	6	15
Megafire Joypad	8	18
Menacer	16	32
Misc Joypad	4	12
Misc Joystick	8	16
Power Clutch	24	45
Power Jystk	18	42
Powr Bs Cnvrtr	12	22
Tac 50 Joystk	10	18

***These games may not yet be released by the manufacturer.**

SUPER NES

We Pay You/We Sell Used		
7th Saga*	$26	$48
Act Raiser	10	25
Act Raiser 2*	26	48
Addms Fmly	18	38
Adv Dizzy*	26	48
Adv Island	24	48
Aero Acrobat*	26	48
Aerobiz	28	50
Airborne Rngr*	26	48
Aladdin*	26	48
Alfred Chckn*	26	48
Alien 3	24	48
Aliens/Prdtr	26	48
Amazing Tnns	28	48
Amer Gladtrs	16	48
Andre Agssi Tns*	26	48
Arcana	26	48
Art of Fghtng*	26	48
Asterix/Gaul*	26	48
Axelay	16	38
B.O.B.	26	50
Batman Rtrns	28	50
Battle Blaze*	26	48
Battle Cars*	26	48
Bttl Grnd Prx	24	48
Battleclash	8	28
Battleclash 2*	26	48
Bttletd/Db Drg*	26	48
Bzka Bltzkrg	26	48
Be Be's Kids*	26	50
Beastball*	26	48
Beethoven*	26	48
Best Of Best	14	40
Big Run*	26	48
Bill Laimbeer	2	15
Biometal*	26	48
Bizyland	26	48
Blaze On	16	40
Blues Brothers	20	48
Boxing Leg Ring*	26	48
Brainies	26	48
Brawl Brothers	26	48
Brett Hull Hcky*	26	48
Bubsy	28	50
Bulls vs Blazers	18	48
Cacoma Knight	26	50
Cal Ripken Bsbl	26	49
Calif Games 2	22	40
Capt America*	26	48
Capt Novolin	26	48
Crmn Sdgo-Wrld*	26	48
Crmn Sdgo-Tme*	26	48
Castlevania 4	16	35
Champ Pool*	26	48
Chase HQ 2*	26	50
Chessmaster	18	38
Chester Cheetah	20	40
Chuck Rock	20	40
Clayfighter*	26	48
Claymates*	26	38
Cliffhanger*	26	48
Clue	18	42
Combatribes	20	42
Congos Caper	26	48
Contra 3	20	40
Cool Spot	26	48
Cool World	16	38
Crash Dummies*	26	48
Crash'n Boys	26	48
Curse/Azure Bnd	26	48
Cyber Spin	18	48
Cybernator	24	42
D Force	8	22
Daffy Duck*	26	48
Darius Twins	6	22
Death Valley Rly	20	40
Dnns/Mnce*	26	48
Desert Strike	26	44
Dig Spike Vlybl*	26	48
Dino City	16	45
Dmsdy Warr	20	40
Dracula*	26	48
Dragons Lair	16	38
Drakkhen	8	20
Dream Probe*	26	48
Dream TV*	26	48
Dung Mstr	26	50
Earth Dfns Frc	8	30
Eek the Cat*	26	48
Equinox*	20	40
ESPN Bsbl Tnght*	26	48
EVO Search/Edn*	26	48
Extra Innings	18	38
Eye of Beholder*	26	48
F 1 Pole Position*	26	48
F 1 ROC	22	40
F 1 ROC 2*	26	48
F Zero	12	30
Faceball 2000	10	38
Family Dog*	22	45

We Pay You/We Sell Used		
Fatal Fury	$24	$48
Felix The Cat*	26	48
Final Fantasy 2	24	42
Final Fantasy MQ	10	28
Final Fight	8	30
Final Fight 2*	28	50
Firehawk*	26	48
Firepower 2000	16	40
First Samurai	26	48
Flashback*	26	48
Football Fury	26	48
Gemfire	26	48
George Frmn	8	28
Goal	28	50
Gods	22	40
Goof Troop*	26	48
GP-1*	26	48
Gradius 3	10	20
Grt Wld Srch	26	48
Guerilla War	26	48
Gunforce	16	42
Hmmrng Hrry*	26	48
Hrlys Hmngs Adv	22	40
Hit The Ice	24	45
Hockey*	26	48
Hole In One	12	25
Home Alone	8	25
Home Alone 2	8	35
Hook	20	38
Humans	26	48
Hunt Red Oct	16	38
Hyper Zone	6	25
Imperium	18	40
Incredible Hulk*	26	45
Inindo	22	48
Inspctr Gdgt*	26	48
Intn'l Tnns Tour*	26	48
Itchy Scrtchy*	26	48
Jck Nkls Golf	22	39
Jaguar*	26	48
James Bond Jr	18	40
Jeopardy	24	45
Jimmy Connrs	22	40
Joe & Mac	18	38
John Madn 92	4	25
John Madn 93	22	40
John Madn 94	26	50
Jurassic Park	26	48
Kablooey	20	42
Kaboom*	26	48
Kawasaki Chall	26	48
Kng Arthrs Wrld	24	48
King/Monstrs	20	40
Krustys FH	10	30
Lagoon	12	28
Lst Actn Hero*	26	48
Lwnmwr Mn*	26	48
Legend*	26	48
Lemmings	26	48
Lester Unlikly*	26	48
Lethal Enfrcrs*	26	45
Lethal Weapn 3	18	38
Lord of Rings*	26	48
Lost Vikings	24	48
Lufia-Fortrss Dm*	26	48
Magic Sword	14	40
Magical Quest	26	48
Mario & Wario*	26	48
Mario Missing	26	48
Mario Kart	30	50
Mario Pnt Game	14	28
Mar Time Mach*	26	48
Mech Warrior	26	48
Mega Man X	26	50
Metal Jacket*	26	48
Metal Marines*	26	48
Metal Masters*	26	48
Mcky-Endment*	26	48
Mcky-Ult Chall*	26	48
Micro Mach*	26	48
Might/Magic 2*	26	48
Might/Magic 3	26	48
Monday Ngt Ftbl*	26	48
Monopoly	30	52
Mortal Kombat	36	60
Mr Nutz*	26	48
Musya	16	40
MVP Football	26	48
Mystical Ninja	14	35
NBA Allstars	18	45
NBA Showdown*	26	48
NCAA Bsktbl	14	38
NHL Hockey 94	26	50
NHL QBack Club*	26	48
NHL Stnly Cup*	26	48
NHLPA 93	24	40
Nobnga's Amb*	26	48
Noln Ryn Bsbl	18	38
Obitus*	26	48
On The Ball	22	42
Oprtn Lgc Bmb*	26	48

We Pay You/We Sell Used		
Out Of Wrld	$20	$45
Out to Lunch*	26	48
Outlander	18	40
Pac-Attack*	26	48
Paladin's Quest*	26	48
Paperboy 2	8	28
Pebble Beach	30	50
Pele'*	26	48
PGA Tour Golf	32	60
Phalanx	12	38
Pilot Wings	8	28
Pitfighter	4	25
PLOK*	26	48
Pocky/Rocky	30	50
Populous	8	16
Power Moves	20	48
Prince Persia	26	48
Pro Qrtrbck	6	30
PTO*	26	48
Pgslys Scv Hnt	18	38
Push Over	20	42
Putty*	26	48
Q Bert	22	50
Race Drivin'	16	35
Radio Flyer	24	45
Raiden	14	32
Rampart	22	40
Rap Quest*	26	48
Redline Racer	26	48
Ren & Stimpy*	26	48
Rddck Bwe Bxg*	26	48
Rival Turf	14	38
Road Riot 4WD	18	38
Robo Cop 3	12	35
Robosaurus	26	48
Rock N Roll*	26	48
Rocketeer	4	25
Rcky/Bllwnkl	22	45
Rocky Mtn Sprts*	26	48
Rocky Rodent*	26	48
Rgr Clmns Bsbl	24	44
Rmnc 3 Kngds 2	32	52
RPM Racing	12	27
Secret Mission*	26	48
Secret of Mana*	26	48
Shadowrun	30	50
Shanghai 2	24	42
Silva Saga	26	48
Sim Ant*	26	48
Sim City	22	40
Sim Earth	26	48
Simpsns-B Ntmr	16	38
Skins Game	22	42
Skuljager	16	38
Skyblazer*	26	48
Smart Ball	22	40
Soldier Fortune*	26	48
Soulblazer	28	50
Space Ftbl	16	40
Space Mgfrc	16	38
Spank's Quest	24	45
Spcl Tee Shot	26	48
Spellcraft*	26	48
Spdrmn/X-Mn	26	48
Spndzzy Wrlds	26	48
Sports Illstrd*	26	48
Star Fox	22	48
Star Trek*	26	48
Star Wars	26	48
Street Combat*	24	45
Street Ftr 2	16	40
Street Ftr 2-Turbo	32	60
Strike Gunner	28	50
Striker*	26	48
Sunset Riders*	26	48
Superman*	26	48
Spr Bsbl Sim	16	36
Spr Bsbl 2020	28	50
Spr Bases Lded	20	39
Spr Batter Up	26	48
Spr Battleship*	26	48
Spr Battletoad	26	48
Spr Battltank	16	36
Spr Battltank 2*	26	48
Spr Black Bass*	30	54
Spr Bmbmn Mltp*	26	48
Spr Bowling	26	48
Spr Buster Bro	26	50
Spr Caesar's	26	48
Spr Conflict	24	48
Spr Dodge Ball*	26	48
Spr Dbl Drag	20	45
Spr Emp Str Bck*	26	48
Spr Ghouls	10	25
Spr Hi Impact	22	48
Spr James Pond*	26	48
Supr Mario Wrld	4	20
Supr Mr All Stars	26	48
Supr NBA Bsktbl	30	50
Supr NFL	26	50
Supr Ninja Boy	26	48

We Pay You/We Sell Used		
Supr Nova*	$26	$48
Supr Off Road	12	36
Supr Play Act Fb	4	22
Supr R Type	8	18
Supr Scp(6in1)	1	10
Supr Slam Dunk	26	48
Supr Slap Shot	26	48
Supr Smash TV	10	28
Supr Soccer	24	40
Spr Socc Chmp	18	39
Spr Snic Blstmn	20	40
Supr Strike Egl	24	48
Supr Tennis	14	32
Supr Turrican*	20	45
Supr Valis 4	14	45
Supr Widget*	26	48
Swampthing	26	48
Syvallion*	26	48
Tazmania*	26	48
Tecmo Spr Bwl*	30	54
Tecmo Spr NBA*	26	48
TMNT 4	22	40
TMNT Trmmnt*	26	48
Terminatr	20	40
Trmntr 2-Arcd	26	48
Trmntr 2-Jdgmt	26	48
Test Drive 2	30	54
ThmsTank*	26	48
Thndr Spirits	14	28
Tiny Toons/Bstr	26	45
TKO Boxing	22	40
Tom/Jerry	26	48
Tny Meola Sccr*	26	48
Top Gear	28	50
Top Gear 2*	26	48
Total Carnage*	26	48
Toys	20	48
Tuff E Nuff*	26	48
Turn & Burn*	26	48
Ult Fighter	26	48
Ultma-Flse Prpht	22	39
Ultrabots	26	48
Ultraman	8	20
UN Squadron	10	30
Uncharted Wtrs	28	50
Undrcvr Cops*	26	48
Universal Sold	26	48
Untouchables	26	48
Utopia*	26	48
Vegas Stakes	28	50
Wallalae C C	22	40
Warpspeed	20	48
Waynes World	16	38
WCW SuprBrwl*	26	48
We're Back*



ATARI'S JAGUAR™ UNLEASHED



Ending a year of speculation, misinformation and wild rumors, Atari Corporation officially unveiled its Jaguar home video-game system on August 18th. Atari president Sam Tramiel openly invited comparisons between the new machine and the 32-bit 3DO platform that's due to be introduced in the fourth quarter.



Is this the 64-bit supersystem that took the place of Atari's Panther project back in 1991? While there is some controversy about the actual system specifications (see sidebar), the hardware is said to have been designed to remain on the cutting edge of video-game technology for ten years or more. A double-speed CD-ROM peripheral was also on display in prototype form.





The Jaguar will be available in limited quantities this fall—it's currently targeted for New York and San Francisco, with a national release in 1994—and the suggested retail price will be "close to" $200. The CD-ROM peripheral is also expected to approach the $200 mark—look for a 1994 release for that too.



64 BITS OF POWER?!!

Is the Jaguar a "true" 64-bit machine? While there are some unanswered questions about the specific functions of certain processors (most notably, a 16-bit 68000 chip that performs "general purpose control functions"), it appears that the machine's proprietary, RISC-based, 64-bit system bus and 100+megabyte-per-second data path give it an edge in the areas of speed and processing power that completely overwhelm the capabilities of the 16-bit Genesis and Super NES.

While *VideoGames* maintains that the software is what's going to make or break the Jaguar—and there really isn't much of that to speak of at this point—here are some tidbits about what's under the hood of this powerful gaming engine:



- 32-bit 27 MIPs graphics processor with 4K bytes of zero wait-state internal SRAM
- Programmable object processor
- 24-bit 27 MIPs Digital Signal Processor with 8K bytes of zero wait-state internal SRAM
- Blitter with hardware support for Z-buffering and Gouraud shading
- MC68000 CPU clocked at 13.3 MHz
- ROM cartridge capacity to 48 megabits
- 16 megabits of fast page-mode DRAM
- ComLynx I/O for networked multiconsole games
- Two controller ports
- Optional output to S-Video, RF, Composite, RGB and HDTV compatibility



THE FIRST JAGUAR GAMES

O.K., we've heard enough about the hardware. What about the *games?* Here's an updated list of all of the known Jaguar titles in development, with Atari's official descriptions complemented by our own observations. Please be aware that all of these games were seen in their unfinished forms and that the names and descriptions are subject to change.



TREVOR McFUR SAVES THE CRESCENT GALAXY

Atari says: A multilevel side-shooter with lifelike three-dimensionally rendered and shadowed planetary objects and life-forms. Nine levels, five different worlds.

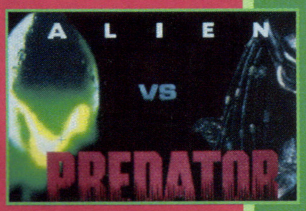
VIDEOGAMES says: Great colors, but *extremely* flat-looking, with one "wallpaper" background and one layer of foreground objects in each stage. The controls are sure to be "tweaked" before release; in the prototype, the feel of your ship gives you no sense of weight, resistance or momentum. Aside from some interesting boss characters, the game has very little personality.





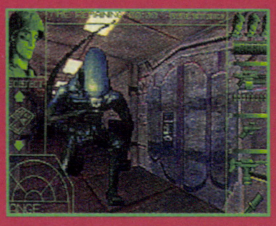


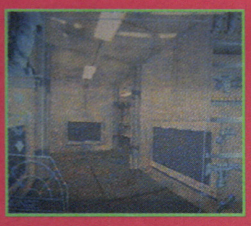
ALIEN VS. PREDATOR



Atari says: Based on two 20th Century Fox film blockbusters—with an eye on the Dark Horse comic book—this is a first-person action/strategy game with realistic texture-mapped scenery. You can choose to play as the Alien (who can climb walls), the Predator (with superior night vision) or a colonial Marine corporal (good luck against *those* two!).

VIDEOGAMES says: One of the Jaguar's brightest prospects, this *Wolfenstein 3-D* disciple looks fast, detailed and extremely involving. The lighting and scaling effects are also extremely impressive, but the layout of the screen menus (radar scope, available weapons, etc.) is pretty ugly. Also, why is the screen perfectly square, with black bars on the sides of the display?





TEMPEST 2000

Atari says: The Jaguar version of the classic *Tempest* coin-op adds a starfield background and CD-quality stereo sound. This cartridge includes the arcade game as well as an enhanced version with new features and twists and spins not seen in the original.

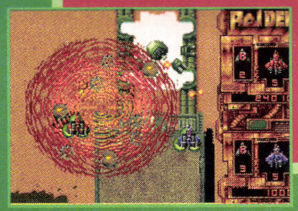
VIDEOGAMES says: It'll be interesting to see how *Tempest* plays with a control pad instead of the coin-op's paddle control; incredible as it seems, this is the first official home version of the game. Unfortunately, the Jaguar version was also unavailable for viewing.

CHECKERED FLAG II

Atari says: A sequel to the popular Lynx racing game, *Checkered Flag II* features real-time texture mapped cars, buildings and roads. The game's sound effects are expected to be 100% realistic, i.e. digitized from real-life racing action.

VIDEOGAMES says: Formerly announced under the name *Jaguar Formula One Racing*, this game was unavailable for viewing.





RAIDEN

Atari says: Considered the ideal soundalike and look-alike home version of Toaplan's enduring coin-op. A vertically scrolling shoot-'em-up, *Raiden* was developed as a yardstick for performance, color and sprite comparisons to showcase the Jaguar's capabilities.

VIDEOGAMES says: While the complete lack of slowdown and flicker makes *Raiden* look great next to existing home versions of the game, the relatively slow pace of the original coin-op suggests that it should *not* be used as the standard against which all other Jaguar games will be judged. We'll consider the all-new, all-original *Cybermorph* to be a lot closer to the cutting edge of the machine's capabilities.

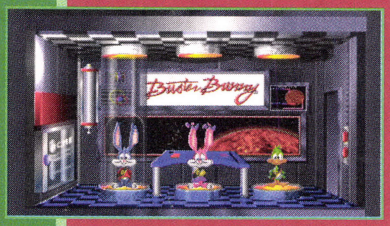


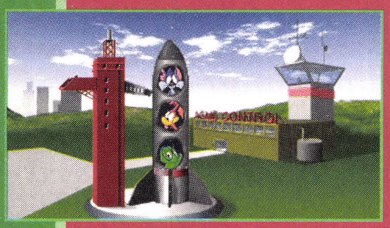


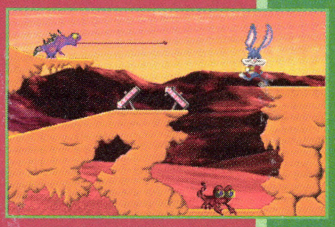
TINY TOON ADVENTURES

Atari says: A platform game based on the popular Warner Bros. characters. The villainous Montana Max has placed TiToonium extractors all over the planet Aurica with the hopes of converting this precious substance into gold; as Buster Bunny, Babs Bunny or Plucky Duck, you must find the extractors and shut them down.

VideoGames says: Konami has a long head start in the area of *Tiny Toons* video-game translations, but this early Jaguar cart shows promise. It's the first *Mario/Sonic*-style game to be developed for the system, so it has a lot to prove.







CYBERMORPH

Atari says: A fast-moving, *Star Fox*-style shooter with surreal landscapes rendered "on the fly" with real-time texture mapping. The ship "morphs" to react to your input and its environment; it streamlines itself when accelerating, extends its wings when turning and morphs its tail into a cowl when slowing down.

VideoGames says: The most innovative of the existing Jaguar titles, *Cybermorph* makes existing polygon-based games look anemic. Demonstrated on an Atari TT-based Jaguar development system at the August press conference, the prototype game lacked the detailed background horizons of *Star Fox*, but allowed fully uninhibited movement in any direction over the landscape.







CLUB DRIVE

Atari says: A first-person driving game that takes place in a 21st-century "fantasy driving resort," *Club Drive* takes players through a vacation park where you can drive your car in a futuristic city, an old western town, a present-day setting and even a "toy car" environment, where you zip through a house filled with furniture.

VideoGames says: With Atari setting its sights on the 3DO system as serious competition on the hardware side, it's only logical that *Club Drive* will be closely compared to Crystal Dynamics' *Crash 'N Burn*, the driving game that will be packaged with Panasonic's REAL 3DO Interactive Multiplayer. We haven't seen enough of *Club Drive* to make the call, but it's expected to feature switchable perspectives and less of a "combat" theme than *Crash 'N Burn*.

KASUMI NINJA

Atari says: A ninja fighting game that takes place on the small island of Kasumi in the West Pacific rim. The young Ninja hero must learn new skills and fight with nine other personae, each with unique fighting abilities and special moves. Characters use 91 different martial arts movements.

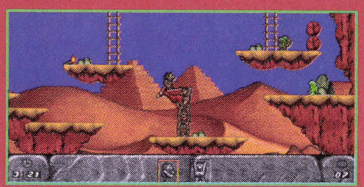
VideoGames says: This game was unavailable for viewing.





EVOLUTION—DINO DUDES







Atari says: A platform puzzle game with over 80 challenging levels of play. Teach caveman characters to survive by avoiding man-eating dinosaurs, discovering the spear, learning to make fire and climbing up the evolutionary ladder.

VideoGames says: This is the same game that was released as *The Humans* for the PC, Super NES and Genesis and as *Dinolympics* for the Lynx. It's an Atari-owned property, but—aside from the audiovisual splendor—it doesn't appear to exploit any of the Jaguar's special hardware. Previous versions of the game were met with a mild thumbs-up from game reviewers, but there's not much here that's deserving of "64-bit" status.



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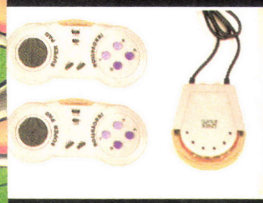


The Pad for Genesis



The Pad Plus for Genesis


The Super Pad for Genesis


The Super Pad for SNES



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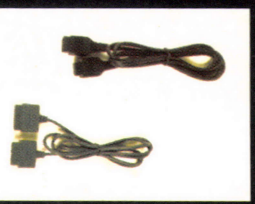
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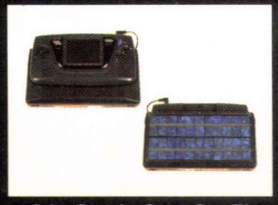

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CIRCLE #113 ON READER SERVICE CARD.

SNES

SUPER STAR WARS: THE EMPIRE STRIKES BACK

PRICE: N/A
AVAILABLE: NOVEMBER
DIFFICULTY: MEDIUM
COMPANY: JVC/LUCASARTS
3800 BARHAM BLVD., SUITE 305
LOS ANGELES, CA 90068
PHONE: (213) 878-0101



Darth Vader is back, and in this *Star Wars* game HE WINS! You'll travel through all the worlds of *The Empire Strikes Back*—shooting probe droids, destroying imperial walkers, training to be a Jedi on Dagobah, then climaxing with a lightsaber duel with old dark helmethead himself.

DIFFERENCES BETWEEN SUPER STAR WARS: Everyone wants to know—Is *Super Empire* BETTER than *Super Star Wars*? Answer—YES!!! One major improvement is the use of a password system to get past each level (finally). I guess this means there won't be a "game debug" menu (if there is one, we'll find it!). The character designs are also more exciting, with a larger variety of poses and movements. (Game designers over at LucasArts tell us Luke is slightly taller.) The game itself is packed onto a 12-megabit cartridge; that's 50% larger than *Super Star Wars*.

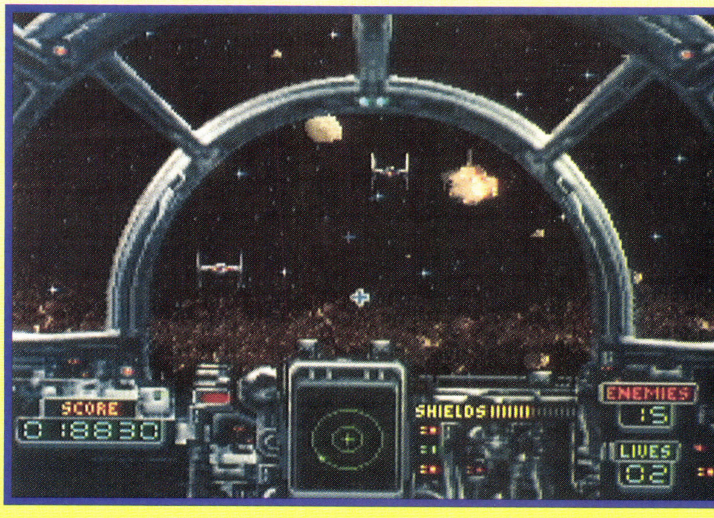


EVER EXPANDING STAR WARS UNIVERSE: The designers at LucasArts also deserve a lot of praise for visually rendering so many new elements in the *Star Wars* universe. You'll battle creatures like a Gundar (Han mentions it in *Empire*, now you can see it), plus Imperial troops flying with rocket packs and a nasty creature on Dagobah (look out, you're stepping on its spine). Let's hope some members of this team are also working on Lucas' next series of planned *Star Wars* movies.

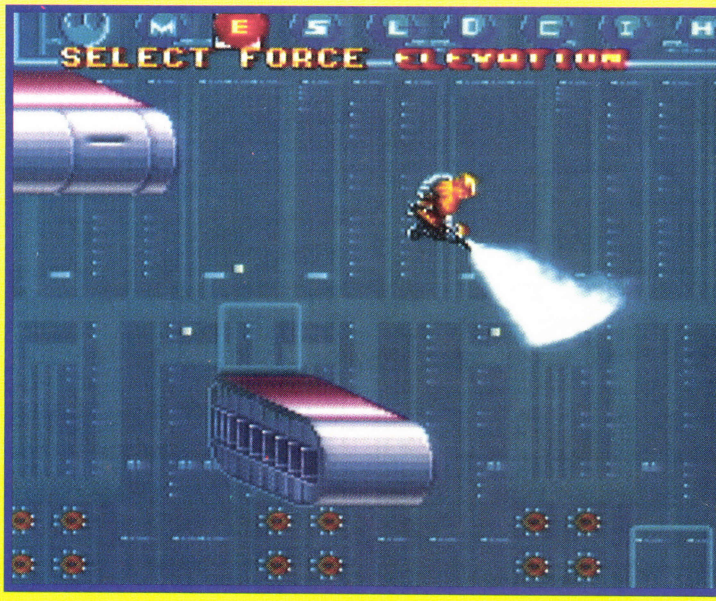
BEAT THE BOSSES: As Yoda advised Luke on Dagobah, "A Jedi uses the Force for defense, never for attack." Keep this in mind when fighting bosses, as beating most of these bad guys requires a little more strategy than an all-out attack.

FORCE POWERS: On Dagobah, you will discover how to use your Force Powers, such as Mind Control, Elevation, Slowdown, Saber Control, Saber Deflect, Freeze, Invisible and Heal. (Learn more about these in our *Enormous Super Empire Strategy Guide*, starting next issue!)

SUPER SURPRISES: Besides the Force Pow-



Travel from the wampa caves on Hoth...to the inside of the Rebel Base...to the asteroid field...to Dagobah...to Cloud City...and the ultimate confrontation with Darth Vader.



REVIEWS

THE BRAND-NEW VIDEOGAMES REVIEW SYSTEM!

SYSTEMS

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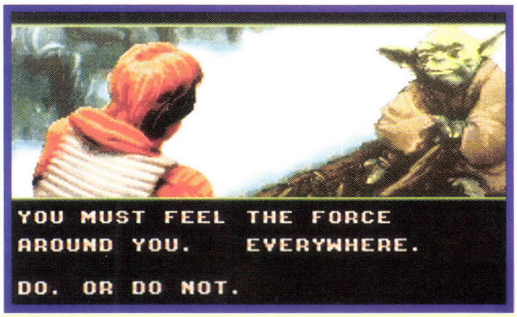
MEDIA

Cartridge · Super CD · CD-ROM · Floppy Disk

GENRES

Action · Strategy · RPG · Adventure · Shooter · Sports · Simulations · Fighting









You might beat the end boss (Darth Vader), but the adventure must continue with the release of *Super Return of the Jedi* in '94.

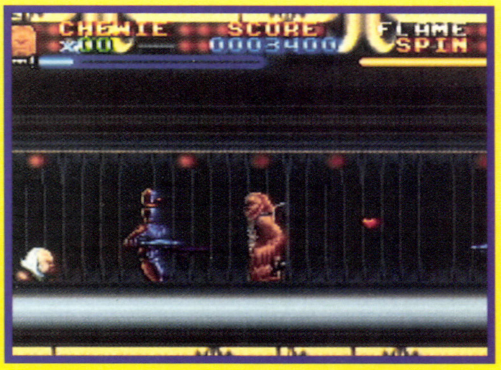
ers that really come in handy when fighting bosses, there's a neat trick on Hoth. Luke snowglides down a hill and collects extra points in a bonus round (just call 'im "Luke the Hedgehog"). The Mode 7 effects, which involve shooting AT-ATs on Hoth and the approach to the Cloud City, are amazing, giving the game a three-dimensional feel with the kind of detail that games like *Star Fox* unfortunately lacked.

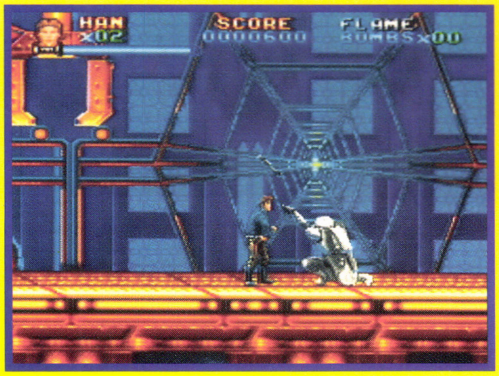
While *Super Empire* will no doubt be remembered as one of the best games of '93, it also ends on a fairly sad note: Luke defeats Vader (sort of) and Han Solo IS frozen in Carbonite and whisked away aboard *Slave 1*, Boba Fett's ship. At least we won't have to wait three years for the sequel, as *Super Return of the Jedi* is planned for release in '94.

—Chris Gore

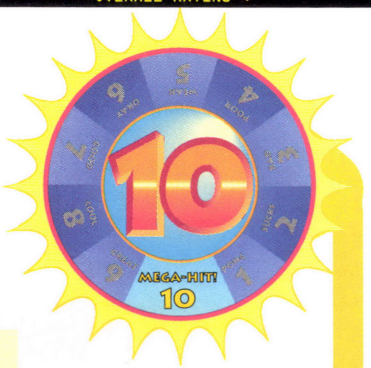












GRAPHICS 10

Like the movie, this game is darker, with the moody color scheme expanding on the realm of *Super Empire*. With lots of new creatures and new parts of worlds we thought we saw in the movie, the graphics push the limits of 16-bit gaming.

SOUND/MUSIC 10

The soundtrack is some of the best music for any movie, much less a game. The best sound effects are in the Dagobah levels, which have no music at all, simply beautiful stereo sounds of creatures roaming in the jungle.

PLAYABILITY 9

Pick up a controller and play! The game play evolves in later levels with expanded features like Luke's Force Powers. The shooter/action for each level is challenging, plus beating each boss requires some strategy as well as skill.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
10	9	9	10

BANG FOR THE BUCK 10

THE LOWDOWN

An incredible sequel to *Super Star Wars* that captures the excitement of the movie while expanding on the Star Wars universe itself, *Super Empire Strikes Back* is the next level in Super Nintendo games and will keep video gamers pounding buttons for a long time (or at least until next year, when the promised *Super Return of the Jedi* hits the shelves).

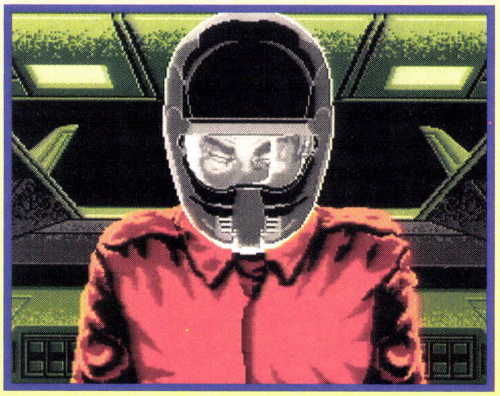
SNES



PRICE: $64.95
AVAILABLE: OCTOBER
DIFFICULTY: MEDIUM
COMPANY: SOFTWARE TOOLWORKS
60 LEVERONI COURT
NAVATO, CA 94949
PHONE: (415) 883-5157



The story so far: The Vega Sector has fallen (in the previous *Wing Commander* game), and the Kilrathi furballs are now retreating back to their home worlds. On one of the last remaining conquered worlds, however, the Kilrathi have perfected the Graviton Weapon, which can vaporize an entire planet! Now you, along with your fellow pilots aboard the *Tiger's Claw*, must cross into enemy territory and eliminate the threat posed by this deadly new weapon.



Like the game before it, *Secret Missions* is a 3-D, first-person, space flight simulation. The game begins with you on the *Tiger's Claw*, a sort of outer space aircraft carrier. While onboard the *Tiger's Claw*, you can visit the bar and talk with other pilots or practice your combat skills in the flight simulator. Once you're ready to begin your mission, you enter the briefing room, where the commander outlines the battle plan.





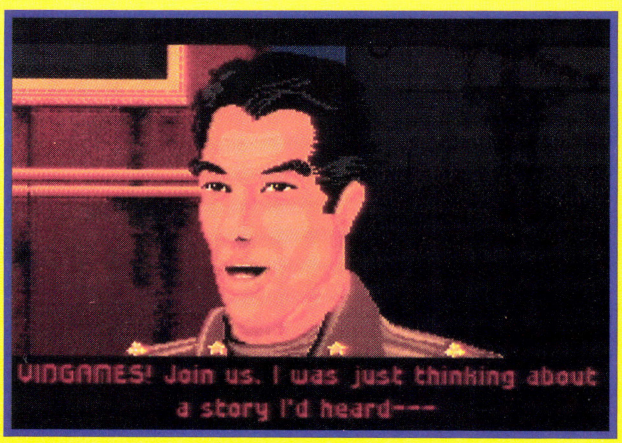
There are five different mission types: defending a stationary base or ship, escorting large freighters to rendezvous points, intercepting anticipated Kilrathi strike forces, patrolling unsecured territory and striking enemy targets, such as capital ships, and destroying them. Cinematic animations depict how the war is going, based on how well you complete your missions.

The bulk of the action takes place in the cockpit of your fighter. There are four kinds of ships you can fly, each with different armaments and speed capabilities. Each fighter's cockpit is laid out quite differently, but each contains the same controls and instruments, such as damage control, communications and the all-important radar display.

While the internal cockpit graphics are quite detailed, the starfield and ships don't seem quite as elaborate as they could be, and the screen scrolling is a bit choppy. The SNES's Mode 7 scaling capabilities are put to excellent use, however, and fast action creates addicting game play. The game's designers have done a good job laying out the controls on the SNES joypad, no mean feat when you remember that *Wing Commander* was originally designed to be played on a PC with a keyboard. The only thing missing is the ability to rotate your ship along its axis, making your spaceship fly a bit too much like an airplane.

Secret Missions is a fun game, and you need not have played the first *Wing Commander* to appreciate it. If you already have the first game, you might be disappointed, since there really isn't that much different here other than the story line, and much of that seems familiar.

—Jeff Tschiltsch



REVIEWS

GRAPHICS 7

Not as detailed as we're used to seeing on the SNES, but still quite good. Great Mode 7 scaling and some of the best explosions ever!

SOUND/MUSIC 7

Virtually unchanged from the first game. The music gets more intense as the action heats up, creating a movielike atmosphere.

PLAYABILITY 8

Takes some practice (that's what ROOKIE mode is for, after all), but the well laid out controls respond well. Great story line keeps you hooked and coming back for more.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
8	8	8	7

BANG FOR THE BUCK 7

THE LOWDOWN

A good translation of the popular PC game. Recommended for first-time commanders, but doesn't offer anything new for veterans of the original game.

SNES



PRICE: $59.99
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: ATLUS
17145 VON KARMAN, SUITE 110
IRVINE, CA 92714
PHONE: (714) 757-1288



I ride a motorcycle every day. Not one of these sleek and modern bikes featured in *GP-1*, but a 1972 Triumph Daytona 500. A classic bike that would not be practical for racing and I would never do it (I've seen a few of the scars on my motorcyle enthsiast pals) so this was the perfect opportunity to experience the excitement of motorcycling racing without the threat of danger.



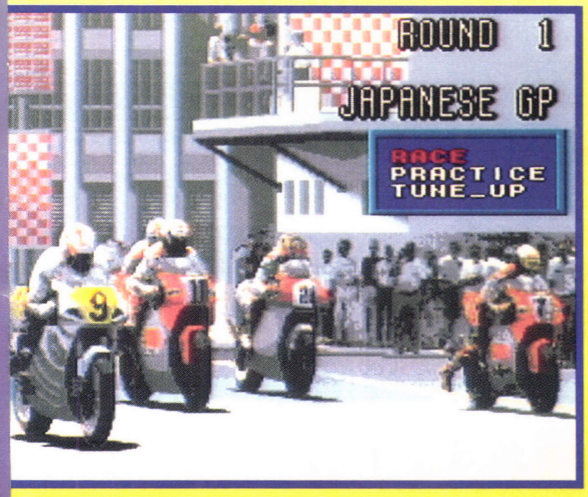
WIPEOUT—The first thing I always like to do when playing any new racing video game is to CRASH. I want to know exactly how a crash looks—flames, blood, flipping end over end. Well, unfortunately, *GP-1* seems to not allow you to wipeout or get even close. You just get incredibly close to the ground.

RACING SENSATION—The best thing a racing game can do is to give you a real sense of movement. *GP-1* does that and more! My stomach did a few flip-flops during some extremely tight turns.

THE TUNE-UP SCREEN—There's a part of the game where you can choose your specific bike and tune it up—but you have to spend money that you don't have! After winning a few races and building up a load of cash you can afford this stuff but who cares? Save that role-playing money crap for some game with elves or knights—I WANT TO RACE!

Besides the annoying role-playing cash defecit problems, *GP-1* is possibly the best motorcycle racing game to come along and the only thing that's missing is the smell of gasoline and bugs in your teeth.

—Chris Gore



Crashing is difficult but you'll have fun annoying your opponents.





GRAPHICS 9

They must have used actual manuals to construct these bikes. The colorfully detailed scenery is fun to look at too, but keep your eyes on the road.

SOUND/MUSIC 7

You can hear the gears grind when you shift. You can feel the wind at your back. The music is kindly forgettable.

PLAYABILITY 7

It's easy with a controller but you'll wish you could weld on a pair of handlebars. Fun to the last second of racing when the tension mounts.

EDITORS' RATINGS

JASON	MIKE	CHRIS	NIKOS
8	7	8	7

BANG FOR THE BUCK 8

THE LOWDOWN

A solid motorcycle simulation game that will have you swaying from side-to-side with the action. However, the game is not that good at reinforcing motorcycle safety with bloodless crashes.

REVIEWS

SNES

Football Fury



PRICE: $49.95
AVAILABLE: OCTOBER
DIFFICULTY: EASY
COMPANY: AMERICAN SAMMY
901 CAMBRIDGE DRIVE
ELK GROVE VILLAGE, IL 60007
PHONE: (708) 364-9787



Let's not waste any time here: American Sammy's *Football Fury* is an amazingly ordinary football game for the SNES. Taking advantage of almost none of the 16-bitter's special features, this game looks like it would have been more at home on an 8-bit console.

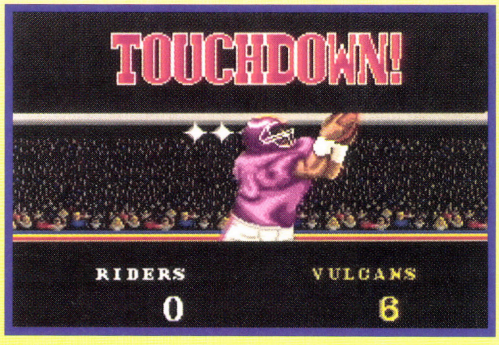


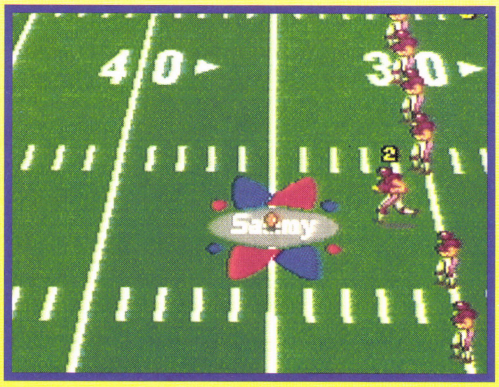


Start with the graphics: The players are tiny clones with so few frames of animation they seem to glide across the field. The view of the field is a real problem. The game is depicted from a side-scrolling view, much like a televised football game, displaying about 20 yards of the field. Since the screen scrolls with the football always at the center, you can only see about ten yards up the field, making it very difficult to avoid defenders and nearly impossible to know which receivers are open, as they are usually off the screen.

As limited as the general graphics are, the game does have a few semicool effects. Whenever a touchdown is scored, you are treated to a close-up cinema replay, and then the field smoothly rotates to set up for the extra point attempt. The outcomes of extra point and field goal attempts are also displayed via a close-up cinema.

Football Fury is billed as "easy to learn," and its simplistic controls are certainly that. Running plays are a breeze: The quarterback automatically hands off the ball and all you have to do is guide the runner upfield. Passing plays are almost as simple. Each eligible receiver has a controller button letter floating above his head. Pressing the letter of the receiver you want to throw to causes a "throwing gauge" to appear on the screen, which rises and falls at a rapid pace. The higher the gauge is when you press the receiver button again, the better chance you have of the pass being caught; press the button when the gauge is low and it is almost always an incompletion.





The scrolling display doesn't give the player a good look at what's going on.

You're not going to do much with the ball if you do catch it, however. Defensive players seem to move about twice as fast as the ball carrier, and, with no special moves other than "Avoid Tackle," big gains are hard to come by. *Football Fury* may be easy to learn, but its low playability, weak graphics and pathetic use of the sound chip keep it from generating any excitement.

—Jeff Tschiltsch

GRAPHICS 4

Tiny players, poor animation and a limited field of view will have you fondly reminiscing about your 8-bit NES; the various cinema "replays" are cool, though.

SOUND/MUSIC 3

Uninspired music, no digitized sound effects and hardly any digitized speech.

PLAYABILITY 5

The game is easy to pick up, but it's hard to make the players go where you want on the field, especially when controlling defensive players. Even with poor controls, the game offers little challenge after the first couple of plays.

EDITORS' RATINGS

GORE	MIKE	CHRIS	JASON
5	5	5	4

BANG FOR THE BUCK 4

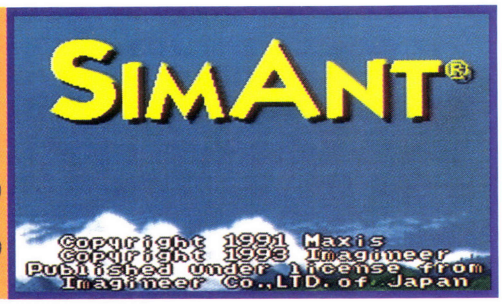
THE LOWDOWN

A simple game to learn, but not much fun to play. With all the other football choices available, this one's not even worth renting.

REVIEWS

SNES

SIMANT®



PRICE: $59.95
AVAILABLE: NOVEMBER
DIFFICULTY: MEDIUM
COMPANY: MINDSCAPE
60 LEVERONI COURT
NOVATO, CA 94949
PHONE: (415) 883-3000

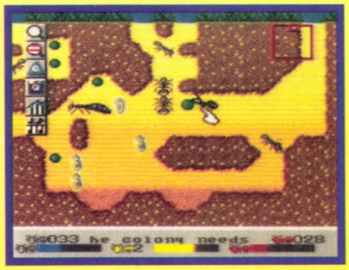


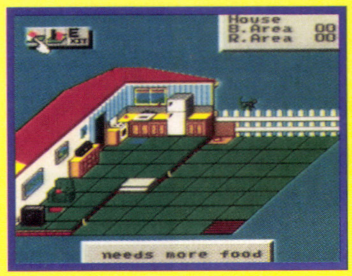
Remember when you were a kid and you used to look at ants under a magnifying glass—AND KILL THEM! This is the fun of *SimAnt*, the Super NES version of the popular Macintosh and IBM PC game.

Basically, one starts with a yellow ant that controls the rest of the colony. You'll learn to forage for food, motivate your ant pals to work, kill some red ants and keep from getting eaten yourself by predators like evil spiders.

You can start with short scenarios, each of which involves killing the colony of red ants so you can move on to the next level. The goal of the full game is to spread your black ant colonies across the yard until you force the resident of the house to move out.







Getting squashed, eaten by spiders and savaged by red ants is all in a day's work for a yellow ant.

THE GOOD PARTS: *SimAnt* is especially entertaining for anyone who has had to deal with big, black carpenter ants (mostly found in the Midwest). I can finally see it from the ants' point of view. The game never gets boring, as you discover more and more details about managing an ant colony. You can micromanage your colony down to the castes or types of ants you want your queen to lay eggs for (worker, soldier, breeder) and what type of work each ant should be doing, all while you're trying to keep up with and destroy the red ant army.

THE BAD PARTS: Sections of the game are just a little too cute for my taste. I mean, we're talking about the animal kingdom here—it's eat or be eaten. Even us humans are made out of meat, and the harsh reality of nature should be brought to kids' attention early on in life. In the original Mac version, ant fights were handled with a graphic of ants flipping and biting each other. In the SNES version, there is a cartoonlike "FIGHT" word on the screen surrounded by smoke. Ha, ha.

WAR ISN'T HELL, IT'S FUN: My favorite part of the game is getting about 100 ants built up in each colony and then marching over to the red ant colony to kick some butt. I'd send my yellow ant right down into the tunnels of the red ants and he would always get killed, but it was cool to be reborn and see how well I had done. Then I'd march right over and do the same thing again until the read ants were all dead.

SimAnt is a blast, and, unlike those real ant farms, even if your ant dies of starvation, you can reset the game and start over.

—Chris Gore



GRAPHICS 9

These insect visuals came right out of the ground! Sometimes it looked as if an army of ants was crawling across my television. The encyclopedic reference to ants was a great tutorial with realistic graphics. It made me want to play in the dirt again.

SOUND/MUSIC 7

The music is, unfortunately, bad and, thankfully, you have the option to turn it off (which I did). The sound effects are creepy yet fun, especially the crunching sounds of a spider eating an ant. It'll make you squirm.

PLAYABILITY 9

Easy to pick up and learn even without the instructions. It's a blast to kill things and get killed, plus you'll actually learn about ants. The full game requires a little patience, but your level of interest grows as the game proceeds.

EDITORS' RATINGS

NIKOS	MIKE	CHRIS	JASON
5	7	7	7

BANG FOR THE BUCK 8

THE LOWDOWN

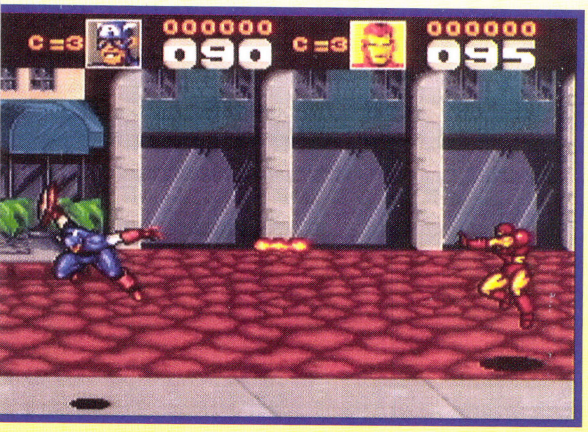
A great translation from the computer-strategy game, with top-notch graphics and a wide range of scenarios that make this a game you'll come back to over and over. Highly recommended.

REVIEWS

SNES



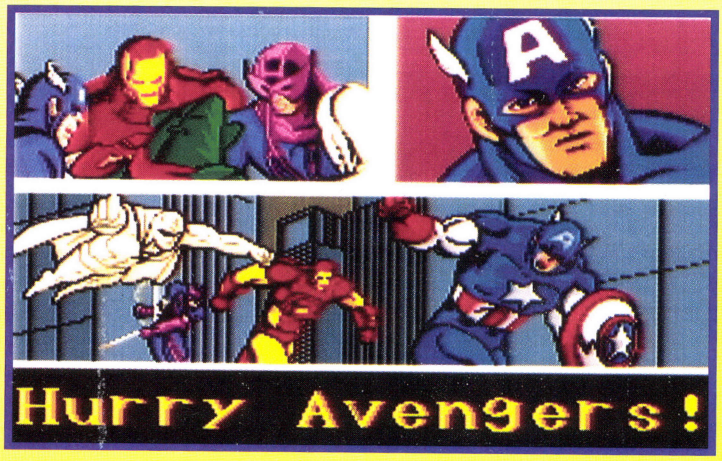
PRICE: $N/A
AVAILABLE: NOVEMBER
DIFFICULTY: MEDIUM
COMPANY: MINDSCAPE
60 LEVERONI COURT
NOVATO, CA 94949
PHONE: (415) 883-3000

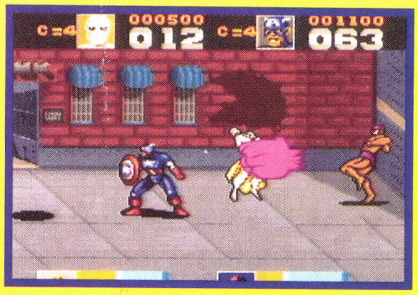




Captain America, Iron Man, the Vision and Hawkeye are off to save the world from the clutches of the Red Skull and the controller is in your hands. Based on the arcade game of the same name, you'll face enemies like Klaw, Whirlwind and Juggernaut (who is also a popular villain in the X-Men territory).

THE GOAL: Beat up a bunch of minor bad guys to get to the big cheese himself, the Red Skull, then save the world from total destruction. There's one or two player mode and instead of an energy bar telling you how much life you have left, a counter counts down from 100. I guess Cap can only stand 100 punches.



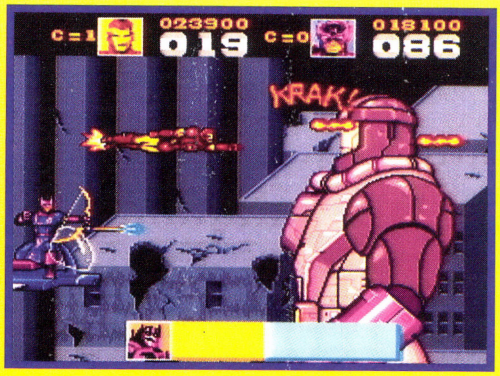


Whether it's Captain America or Hawkeye getting beat up, they all sound the same.

The action and movement for each Avenger is limited and the poses are stiff. The character designs are based on the Jack Kirby drawn comics from the early 1960s. This looks great, (like superheroes should) with squared off jaws and fingers, not wimpy like Michael Keaton. But the action is so limited something must be wrong. Did they design the Game Boy version first, then translate that exactly to the Super Nintendo version?

I really wanted to have fun playing this game, but I don't even think Cap's sidekick Bucky could save me from boredom or Captain America from the the Red Skull. Though I confess that I love these classic superheroes, those old bad 1960s cartoons based on the same characters had more going for them.

—Chris Gore





GRAPHICS 6

Too bad the graphics weren't more detailed—even a 64 set of Crayola crayons has more color.

SOUND/MUSIC 2

The music is incredibly generic and even worse, Captain America, Hawkeye, Iron Man and Vison scream in agony each time they are hit—WITH THE EXACT SAME VOICE! "NO! OOF!" Just plain BAD.

PLAYABILITY 4

Sometimes I wondered why I bothered even having a controller in my hand as the game took over the action so often. And I thought I was creating those cool moves?!

EDITORS' RATINGS

JASON	MIKE	CHRIS	NIKOS
6	4	5	4

BANG FOR THE BUCK 4

THE LOWDOWN

Based on the arcade fighting/action game of the same name, this traslation is a disappointment. You might consider passing on *Captain America and the Avengers* for the SNES and spending your quarters at the arcade.

REVIEWS

SNES
GENESIS



PRICE: N/A
AVAILABLE: OCTOBER
DIFFICULTY: HARD
COMPANY: SUNSOFT
11165 KNOTT AVE.
CYPRESS, CA 90630
PHONE: (714) 891-4500



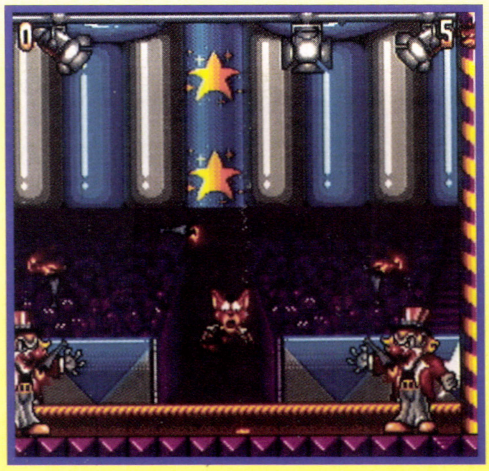
Aero is a performer who comes from a long line of circus bats. As the controller of his "act," you have to carefully put him through the wringer—well, more likely through flaming hoops, on unicycles, shooting out of cannons, diving into pools of water and more.

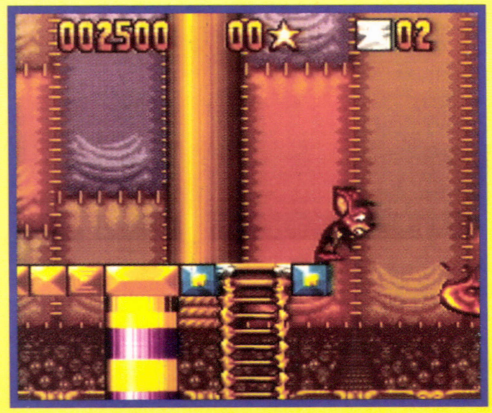
Sunsoft and Iguana Entertainment have combined to put together a game in *Aero the Acro-Bat* that is a departure from most of the scrolling games out there. It's basically a run-and-jump contest, but it offers some different movements, such as a "drill" jump that's used to get rid of the enemies in your path and higher platforms during a stage. (He also has the ability to gather magic stars and throw at adversaries.) Aero also offers a unique setting of a circus to provide the whimsical tools used to get through each of the game's levels. Aero hopes to eventually get through the entire game to his final task, which is to defeat Zero, an "acrobrat," and Edgar Ektor, an extremely vengeful clown.

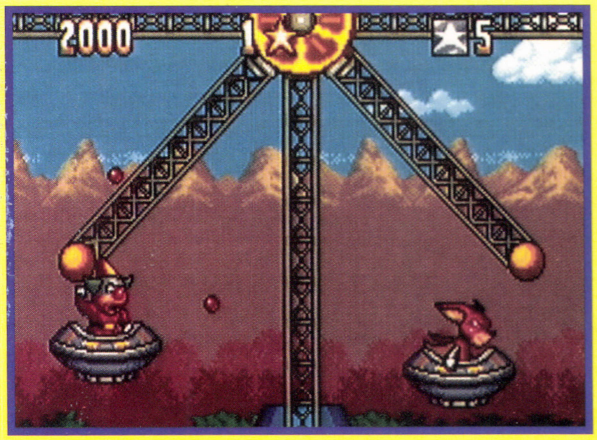
Aero is a fun game that has a strong level of durability. It's a game that you can come back to over and over again.

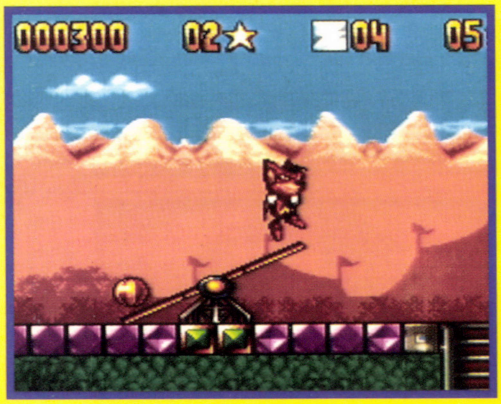
—Andy Eddy











Now you don't have to run away to join the circus, just play *Aero the Acrobat* instead.

GRAPHICS 8

Though the SNES has slightly more vibrant graphics than the Genesis, both are similar in how they push the respective game consoles. Characters are a little smaller than I would like to have seen, the animation is very smooth.

SOUND/MUSIC 9

Again, the SNES has a little more punch in the audio department, but both offer a pleasant background to the action. Though, the audio is quite good, though if you stick around in an area too long, you may be burned out by the repetition.

PLAYABILITY 8

Though it offers a steeper learning curve because of the new movements Aero has to work with, a short read-through of the manual and a couple of minutes of practice will get you acquainted.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
7	6	8	6

BANG FOR THE BUCK 10

THE LOWDOWN

You can usually count on Sunsoft to deliver a quality product, whether it's a license, such as Superman or Batman, or an original title like *Aero the Acro-Bat*. There are no surprises here.

GENESIS

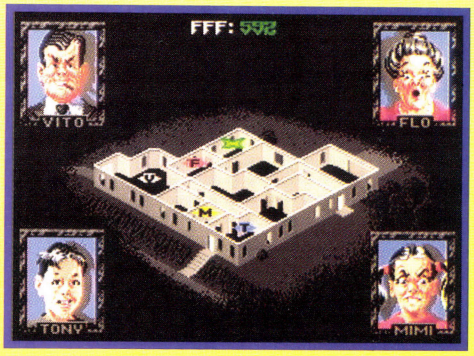


PRICE: $59.95
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY: ELECTRONIC ARTS
1450 FASHION ISLAND BLVD.
SAN MATEO, CA 94404
PHONE: (800) 245-4525









Losing your slime can be fun as you are sent to a dungeon screen where you must beef up your power and avoid other ghost beasties in order to continue haunting.



TONY SARDINI

FAVORITE MOVIES:

TEXAS JIGSAW MASSACRE PARTS 1-9



REVIEWS

Dig this. If *Haunting* were badly made, it would be a typical actionfest, where you play the characters of a family that is being haunted by ghosts. Happily, however, in this game you play the ghost who haunts the family! As the zombified, leather-jacketed hipster, Polterguy, your mission is to scare the bejesus out of a greasy, nouveau riche, obnoxoid family called the Sardinis.

Polterguy is haunting the Sardinis not just because they are abrasively tacky. No sir, he's settling a score with Vito Sardini for owning a company that makes dangerously lousy skateboards. Sure this may sound petty and unnecessarily bitter, but Polterguy died on one of Vito's cheaply made "deathboards." To win the game, you must frighten the Sardini clan out of a gaggle of architecturally diverse homes and eventually win the chance to return to the living.

The basic premise of the game is engaging enough to hold the interest of most gamers, but the young guns of the family may get bored with the subtler, strategy-oriented action. You'll have the most fun simply exploring the assorted collection of bedrooms, hallways and kitchens, possessing things like furniture, plants and light fixtures and causing them to have ectoplasmic fits, oozing viscous fluids and metamorphosing into demonic killer clowns and the like. With minimal strategic skill, you can roam the floor plan of the Sardini household while keeping your ectoplasm meter (which monitors your ghost health) from running out.

This kind of fun lasts for awhile, but it begins to wear thin when you realize that, aside from a few cosmetic changes, this is all the game has to offer. And the game has a propensity for insultingly stupid inter-titles—the result is lots of wasted time reading irritating messages from our tragically hip antihero. Still, there is a method—and a mission—to all the madness: Bring Polterguy back to the living. And that will keep you playing long into the night.

—Kevin Burke



GRAPHICS 9

Haunting has a number of super-cool features which revolve mostly around ghost effects that Polterguy inflicts on the house. Also, the various ways in which the Sardini family members freak out are hilarious.

SOUND/MUSIC 7

The music for *Haunting* is fine; however, the sound effects are impressive, ranging from high-pitched screams to cannon blasts that will generally throw you for a loop.

PLAYABILITY 7

Haunting has a cool, three-quarter overhead view of the house that is unusual and fairly easy to maneuver through. Polterguy's movements are fluid, but he almost floats too easily on the screen, sometimes overshooting his goal.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
8	9	8	8

BANG FOR THE BUCK 9

THE LOWDOWN

Haunting is worth the dough because it is enjoyable to play, messing around with different combinations of scare tactics, but it also has a running goal that is challenging to achieve.

GENESIS



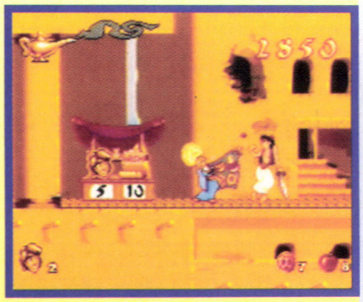
PRICE: $59.99
AVAILABLE: OCTOBER
DIFFICULTY: MEDIUM
COMPANY: SEGA
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065
PHONE: (415) 508-2800

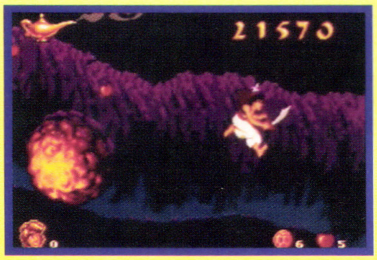


Disney's Aladdin has been highly anticipated. Word came from those who saw it at the Summer CES that this cart, even in preliminary form, was everything people expected. Now that *Disney's Aladdin* is in hand, we can assure you that it's a great-looking game, in the spirit of Virgin's successes with *Global Gladiators* and *Cool Spot*. *Disney's Aladdin* has its roots in those programs.

Aladdin also features a new level of enjoyment *under* the main game, with satire and much personality not seen in many games. And they have taken the timer out to give you an opportunity to *watch* the game as well as battle your way through Agrabah to defeat Jafar and save the Princess Jasmine.

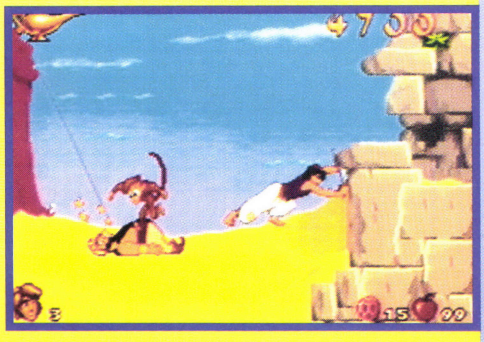






Is it a cartoon or a game? Aladdin sets a new graphics standard for video games.





As noted before, *Global Gladiators* and *Cool Spot*, two of the most "playable" games from Virgin, were the foundations for this *Disney's Aladdin* game. For that reason, a high level of game play can be found in *Disney's Aladdin*. The graphics are at an incredible level, and it's an easy game to pick up and play. Not to say that you'll master it easily, because the Difficult level is a real challenge, but you won't find yourself constantly referring to the manual: The three Genesis action buttons allow you to jump, swing your sword and throw an apple. It's also surprising that the game was created in half the time of most other games and still meets the level of quality that it does.

Disney's Aladdin is a side-scroller in design, but the Genesis is exercised to its highest degree, rivaling the *Sonic* games for speed. When you hop on the rug, for example, the pace gradually picks up to largely incredible proportions.

—Andy Eddy



GRAPHICS 10

Not only do the characters show a level of animation—thanks to the high frame-rate the game is designed with—but they have incredible personality and lifelike movement.

SOUND/MUSIC 10

Again Tommy Tallarico has nailed down an at-times beautiful, at-times haunting soundtrack, doing justice to the movie themes and scene-setting music for the game's levels.

PLAYABILITY 9

There are minor discomforts, such as the jerkiness of the screen when you hold up or down on the control to look in that direction. It was difficult to consistently make jumps off the poles or land on the moving blocks in the Sultan's Dungeon stage.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
9	9	9	8

BANG FOR THE BUCK 10

THE LOWDOWN

While many others are purchasing licenses of movies and TV shows to make into games, this group effort by Virgin, Disney and Sega sets the standard for how a licensed game can turn out.

REVIEWS

GENESIS

TENGEN PRESENTS Race Drivin'™

PROGRAMMED BY Polygames+

PRICE: $N/A
AVAILABLE: NOVEMBER
DIFFICULTY: EASY
COMPANY: TENGEN
675 SYCAMORE DRIVE
MILPITAS, CA 95035
PHONE: (408) 473-9400

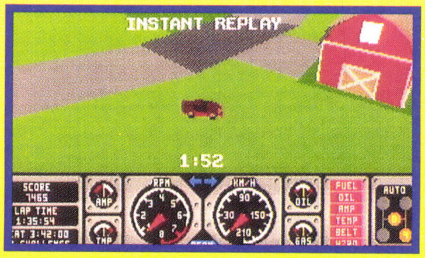


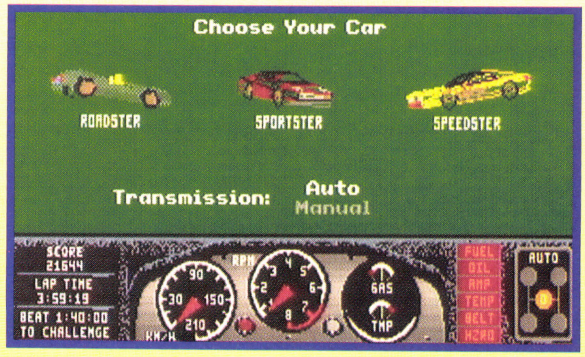
The original arcade version of *Race Drivin'* and its earlier arcade and console sibling *Hard Drivin'*, fulfilled the fantasy of actually driving a Hot Wheels car around a stunt track. It was insanely fun going over huge jumps, corkscrews, loops and hairpin turns. The graphics were decent enough that on some of the corkscrews, you could feel yourself roll into the turns. Unfortunately, the Genesis version of *Race Drivin'* doesn't even come close to the thrills of the arcade version.

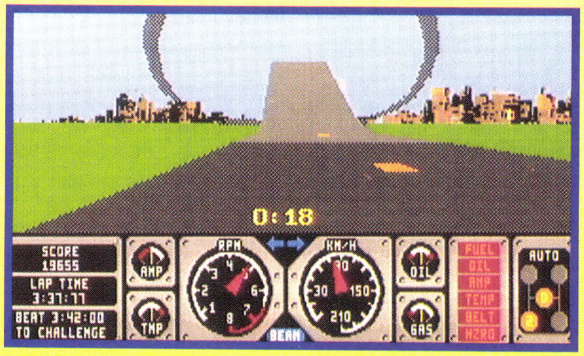
There are three main problems with *Race Drivin'*:

This Genesis version of *Race Drivin'* doesn't come close to its big brother arcade version.











1. The graphics are not the best.
2. It's too easy.
3. It's too slow.

The problem with the graphics is that there isn't very much detail, due to the fact that a polygon graphics engine is employed. Except for the road, a simple background and an occasional house, there's not much to look at. You would think that a little bit more effort would have been spent in improving a sequel.

You'd figure that *Race Drivin'* would make up for the lackluster graphics on the playability side, but this isn't the case. After a couple of hours of game play, you'll be able to get through all of the tracks with ease.

Finally, you'd think that a car racing game would go fast. Though there are three car styles to choose from (roadster, speedster and sportster) the fastest could have been a lot more powerful. Even using the manual transmission mode doesn't make the game any more challenging. *Race Drivin'* just doesn't flow like a car racing game should.

There are two cool features to *Race Drivin'*: You can customize both the track and the car, and there is an instant replay of a crash. But, again, the customization suffers from a lack of detail. There should be more variation in track styles, backgrounds and cars. And, with the replay feature, the explosion isn't cool enough to watch over and over again. This game needs bigger explosions!

Overall, *Race Drivin'* isn't worth the time. Go play the arcade version or, better yet, just play with your Hot Wheels cars, fantasizing about the day when a good virtual-stunt racing game comes out.

—Nikos Constant

GRAPHICS 5

O.K., so they're polygon graphics, but these are as boring as they can get for the Sega Genesis. Let's see some innovations. What's a driving game without the detail? Boring!

SOUND/MUSIC 7

This is the only thing the game has going for it. A lot of the engine sounds are cool, and the music fits the mood of a driving game.

PLAYABILITY 5

Race Drivin' gets boring after an hour because it is slow and doesn't flow. The car moves too slowly and there isn't a whole lot of action except for just driving around.

EDITORS' RATINGS

GORE	MIKE	CHRIS	JASON
6	6	6	6

BANG FOR THE BUCK 5

THE LOWDOWN

***Race Drivin'* is nothing to get excited about. It's a good concept that just doesn't come through to the video-game player.**

REVIEWS

GENESIS

LETHAL ENFORCERS

PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: MODERATE
COMPANY: KONAMI INC
900 DEERFIELD PARKWAY
BUFFALO GROVE IL 60089-4510
PHONE: 708-215-5100

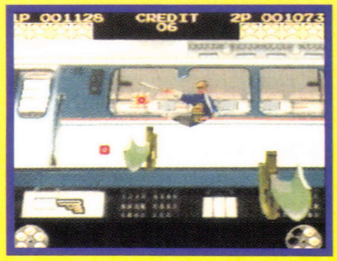


You're a cop. You carry a badge. And in *Lethal Enforcers*, Konami's conversion of their own highly successful coin-op, you use a revolver-shaped light gun included with the game to blast an assortment of bad guys. Of course, you don't shoot *everything* in this five-level blastathon. The occasional hostage or police officer pops onto the screen, and you lose precious energy if you shoot either of them (but you probably will a few times anyway because, like me, you're demented).



At the start of the game, you're equipped with a lowly revolver that holds only six bullets. Whenever you run out of ammo, you reload by aiming the gun away from the screen and pulling the trigger. Shoot one of the power-up items that appear on the screen during the game and your gun is upgraded with more destructive potential and more ammunition. It doesn't last long, though; get shot even only once by a bad guy and the power-up is lost.





The light gun included with *Lethal Enforcers* is called the Justifier (cool name!); it's very lightweight and surprisingly accurate. It also raises the retail cost of the game by about $10. ("Go ahead, make Konami's profits.") A second Justifier for two-player action can be ordered directly from Konami for another $10. (*Lethal Enforcers* doesn't work with the Sega Menacer light gun, which means Menacer owners can safely continue to use them as doorstops.)

Two big problems with *Lethal Enforcers* really hold it back, alas. Firstly, this Sega CD version appears to be identical to the Genesis cartridge version except for the CD sound and music. Even the little digitized video clips at the beginning of each level are the same in both cart and CD. A little enhancement for the CD format would've been nice.

Secondly, it took me about $10 to play through the *Lethal Enforcers* coin-op at my local arcade with a banged-up light gun that was about as accurate as the *National Enquirer*. So why should I spend $70 to play through a watered-down version of the same game at home?

—Zach Meston

Shoot first and never ask questions in Lethal Enforcers.



GRAPHICS 5

The coin-op graphics weren't great to begin with, and squeezing them into the 64-color Genesis hasn't helped. I swear there are levels where the graphics are drawn in shades of gray, not in color.

SOUND/MUSIC 8

The hard-rock background music and extremely loud gunshots are the highlights of the game. Crank up the stereo and make the neighbors think you've invited over a group of Hell's Angels.

PLAYABILITY 7

The Justifier feels flimsy, but it's accurate. The game also plays decently with a controller, especially with the added benefit of an aiming cursor.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
8	8	7	9

BANG FOR THE BUCK 5

THE LOWDOWN

Lethal Enforcers **is a decent conversion of a decent game, but consider renting it or playing the coin-op version before you buy. Me, I'm waiting for Konami to convert the outstanding coin-op *Martial Champion*; now *that's* a game that is worth paying seventy bucks for.**

REVIEWS

SEN



PRICE: $38.95
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: ABSOLUTE ENTERTAINMENT
10 MOUNTAINVIEW RD STE. 300
UPPER SADDLE RIVER, NJ 07458
PHONE: (201) 818-4800



Don't give up on that old NES yet! While the 8-bit market has been saturated with little more than watered-down versions of popular 16-bit titles, Absolute managed to get a piece of the *Star Trek* pie by nailing down the 8-bit rights and releasing *Next Generation* games for the NES and Game Boy. Far from being a cheap, opportunistic "cash-in-on-a-popular-license-and-laugh-all-the-way-to-the-bank" type of game, this is one of the most creatively designed, well-executed NES cartridges I've seen in months.

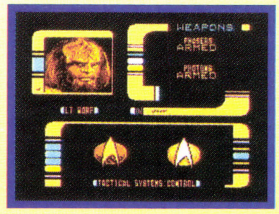
As a space cadet trying to work your way up the Star Fleet ranks, you'll accept assignments from Captain Jean-Luc Picard and pilot the U.S.S. *Enterprise* on dozens of bold and daring missions to and through the far reaches of the galaxy. Interacting with such familiar crew members as Lt. Worf, Lt. Commander Data and Commander Riker, you're responsible for maintaining life-support systems, fuel levels, damage control, and fulfillment of the required mission objective(s). Sometimes it's as simple as beaming up an ambassador from another ship and transporting him to another location; other missions involve intense combat with Romulan or Ferengi warships or dealing with stowaways aboard the *Enterprise*.

While the logic of certain of the game's elements doesn't always make sense, only a few of them are questionable. (I don't need to be interrupted and told by Data that there are other ships occupying a sector when I'm staring at them! Also, don't those colonists *want* to be beamed up from that diseased planet? Hold still, doggone it!)

Barring a few minor shortcomings, *Star Trek: The Next Generation* is an addicting and challenging NES game. Highly recommended, even if you're not a fan of the TV show.

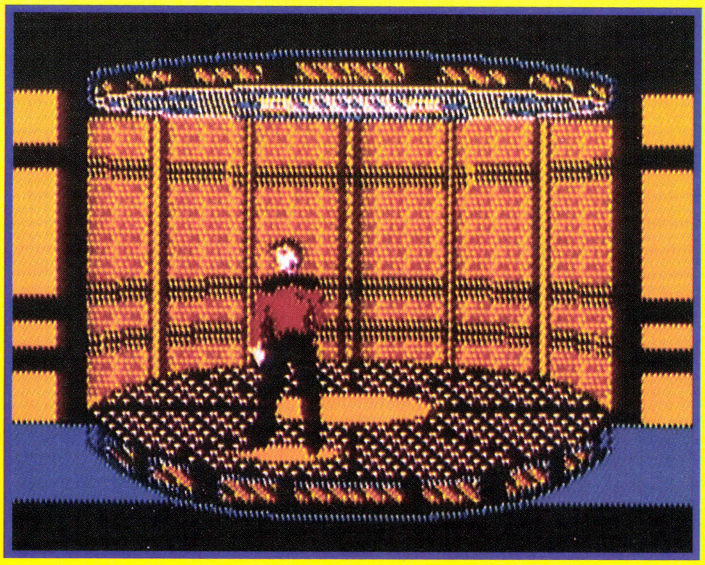
—Chris Bieniek

THE SUB-GAMES COMBAT
Aim, fire phasers and photon torpedoes
TRANSPORTER
Lock your coordinates and beam them up
REPAIRS
Guide the "power sparks" to boost systems
ESTABLISH ORBIT
Fly an even keel through "target matrices"









Your skills at interstellar combat will be your biggest asset in trying to earn Picard's favor.

GRAPHICS 8

Though the overall look of the game is clean and colorful, it's supposed to be more functional than realistic or eye-pleasing. Having said that, the battle sequences are exciting, and the characters' are identifiable.

SOUND/MUSIC 6

While a few digitized sound effects or bits of speech would have livened things up considerably, the standard NES sound effects work well here.

PLAYABILITY 8

The interface can be extremely confusing at first, but it's a necessary evil; once you get the hang of it, you'll appreciate the flexibility and near-immediate access of any option or crew member.

EDITORS' RATINGS

GORE	MIKE	JASON	NIKOS
8	8	8	7

BANG FOR THE BUCK 8

THE LOWDOWN

The interface can be extremely confusing at first, but it's a necessary evil; once you get the hang of it, you'll appreciate the flexibility and near-immediate access of any option or crew member.

REVIEWS

NES

BUBBLE BOBBLE PART 2

PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: TAITO SOFTWARE
390 HOLBROOK DRIVE
WHEELING, IL 60090
PHONE: (708) 520-9280



Taito's *Bubble Bobble* was one of the most popular NES games in history, doing justice to the arcade original. Now, the 8-bit machines have been overshadowed by their 16-bit younger brothers. Heck, even Mario's old 8-bit adventures are being upgraded for play on the SNES (the recently released *Super Mario All-Stars*).

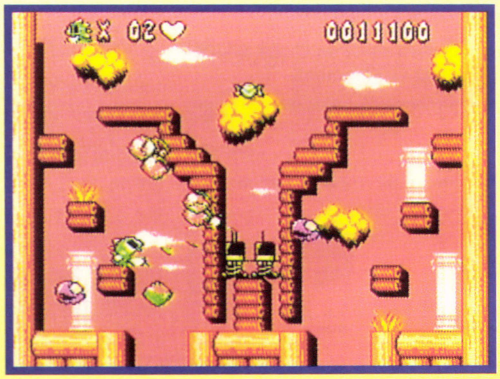
Though there isn't a lot of NES development going on, Taito has just created an NES sequel to *Bubble Bobble*, called, logically enough, *Bubble Bobble, Part 2*. And, sure enough, Bubby and Bobby are back for more, because their friend Judy has been kidnapped. Oh, and they have to save the world from the Skull Brothers also—a minor task.

To complete their mission, Bubby and/or Bobby (depending on whether one or two gamers compete) must safely capture opponents in bubbles and bang into them to change them into valuable fruit. There are also bonus items that can help you, such as candy, which extends the reach of your bubbles; a clock, which stops the action of your opponents; an umbrella, which takes you past a few levels; and more.

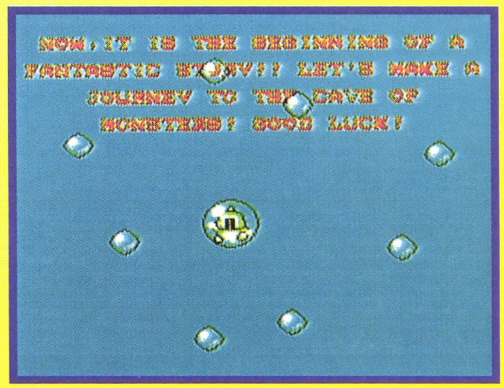
For diehard NES players, there's not much new to pick from. For that reason alone, it's hard to ignore *Bubble Bobble, Part 2* and what it can offer. Though it's a game with some flaws, it's still very playable and enjoyable. That much needs to be considered when the gamer chooses a new game to buy.

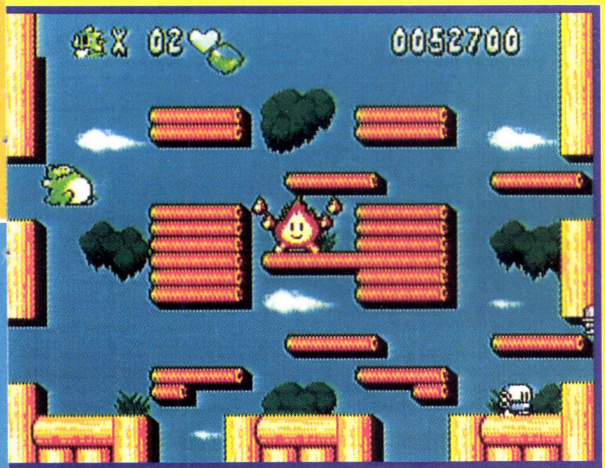
—Andy Eddy

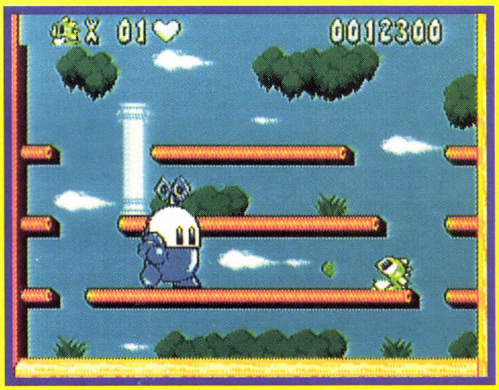
The saga of Bubby and Bobby continues in *Bubble Bobble Part 2*.











GRAPHICS 5

Though some concession has to be made for the ability of the NES hardware, graphics were the poorest aspect of the game. Because most of the action takes place on a horizontal line—bubbles can only be shot directly left or right—and the NES is limited to the number of items that can be drawn horizontally, there is a lot of flicker and ripping.

SOUND/MUSIC 7

The sound quality and content is good, and keeps pace with the bouncy action. However, there are times when the NES has too much to handle and everything bogs down. It becomes very obvious because the music also slows.

PLAYABILITY 7

Bubble Bobble, Part 2 is much of the same thing, if you've played Bubble Bobble at all: You have one button for jumping and another for shooting bubbles. As with its predecessor, you can leap up along the platforms in each level, but Taito has added the ability to blow a "Super Bubble" so you can float around a playfield. You'll need all this and more in order to get through the levels that make up the game.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
4	5	6	5

BANG FOR THE BUCK 7

THE LOWDOWN

It's sad that the NES has been so quickly ditched by most publishers, though it's still a viable and inexpensive choice for many video-game enthusiasts. Bubble Bobble, Part 2 extends the life of the system and gives something new for the players to look forward to.

GAME BOY

COOL

PRICE: $29.99
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: TAKARA.
230 FIFTH AVE., SUITE 1201-6
NEW YORK, NY 10001
PHONE: (212) 689-1212

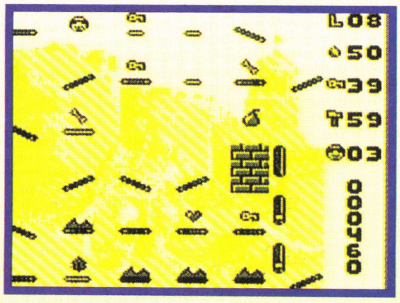


Published under license from French developer Infogrames, *Cool Ball* is a relaxing diversion for fans of the more obscure Game Boy puzzle games (*Catrap*, *Pyramids of Ra*, et al.). Similar in some ways to Takara's previous Game Boy title, *Megalit*, *Cool Ball* is a puzzle-type game with some action elements—but it places more emphasis on timing than *Megalit* did. The puzzles are also much more fiendishly designed, forcing you to devise elaborate strategies as early on as the game's fifth stage.

Check out the accompanying photos for a description of the game that's much clearer than any words could provide. See that circle with the sunglasses on it? That's the cool ball, and it's his mission to bounce around the platforms and retrieve all the scattered objects from each screen: keys, hammers, hearts and other traditional video-game icons. The catch is that certain platforms disappear after they've been jumped on one, two or three times. There are also enemies who move in predetermined patterns through the mazes defined by the platforms and walls, waiting to pop the cool ball and restart the level.

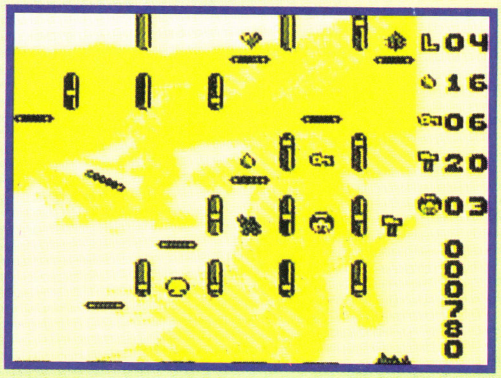
The premise may sound uninteresting and dry, but the key to the success of *Cool Ball* lies in the movement of the ball itself. For one thing, it's always in motion, bouncing up and down restlessly until you tell it to go somewhere else. Pressing the A button makes the cool ball jump as high as it can, until it hits an object.

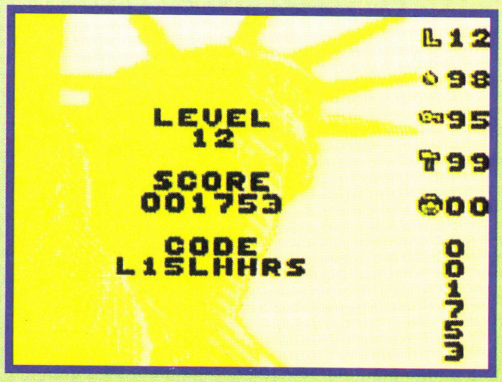
Long-term challenge is *Cool Ball*'s greatest strength.

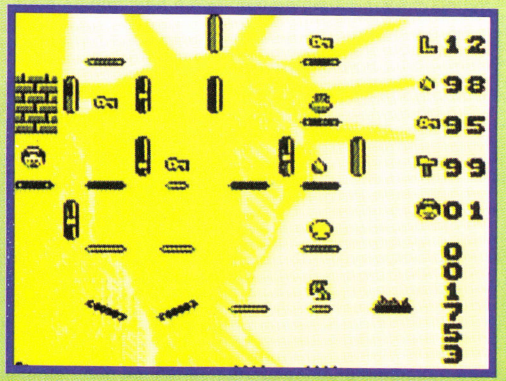


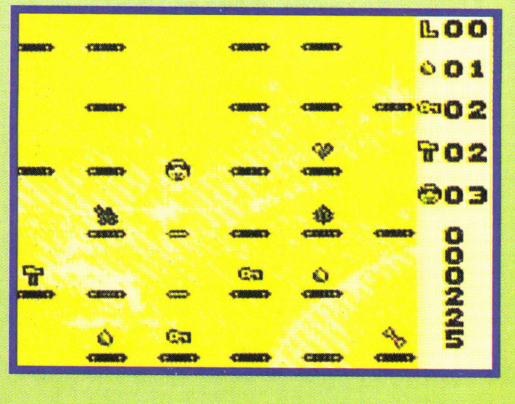
Considering that puzzle games have been done to death on the Game Boy, it's a pleasant surprise that *Cool Ball*'s simplistic elements come across as being fairly original... though the ball itself does bear a suspicious resemblance to Kwirk (the Chilled Tomato), star of one of the first Game Boy titles released in this country.

—Chris Bieniek









GRAPHICS 6

The iconographic characters and items are obviously not intended to be visually impressive—and believe me, they're not!—but the detailed "wallpaper" background illustrations are a real treat.

SOUND/MUSIC 7

Not bad, but the music consists of one extremely *loooong* and rambling tune that kicks off at the title screen and doesn't stop or change until the game ends; it doesn't even pause between levels or when you lose a life.

PLAYABILITY 8

There's something that's instinctively appealing about the controls and the way the ball moves that's fun, but really hard to define.

EDITORS' RATINGS

GORE	MIKE	JASON	NIKOS
5	5	9	9

BANG FOR THE BUCK 8

THE LOWDOWN

The long-term challenge of *Cool Ball* is its strongest suit, as there are over 100 stages to pick apart and solve. It treads the line between action and strategy with great care. Its addictive qualities (and password feature) will get your brain working overtime.

REVIEWS

GAME GEAR



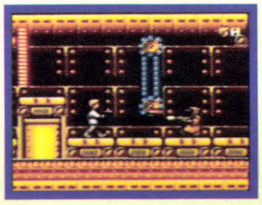
PRICE: $39.95
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: U.S. GOLD INC.
303 SACRAMENTO ST. 4TH FL.
SAN FRANCISCO, CA 94111
PHONE: (415) 693-0297

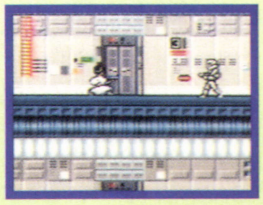


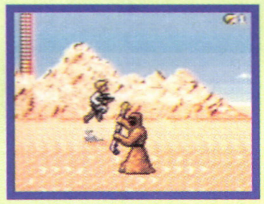
After a ton of *Star Wars* games on a lot of different platforms, I thought the film had been done to death as source material for a video game. Not so; this Game Gear interpretation from U.S. Gold is as fresh and interesting as the movie was back in 1977. I'd like to say that it follows the plot of the film—which would be a pretty predictable way to write a review—but the fact is, it *doesn't!* There are some interesting differences that kept me on my toes for the duration of the cart, and there are a lot of levels to play through.

Just check out the first stage for evidence of how different the game is: You start the game as Princess Leia, roaming through the halls of the doomed Rebel Blockade Runner as you search for R2-D2. This is a scene that made up just a few seconds of the film, yet it's been blown out to a full scenario in this version of the game.

The Game Gear *Star Wars* also skips some of the less interesting scenes on Tatooine to fast-forward and get the player involved in sneaking around the Empire's supreme battle station, the Death Star. Most of the action is standard run-and-jump platform stuff with the player controlling Leia, Luke Skywalker or Han Solo, but there are a few exceptions; most notably, a great first-person sequence where you pilot Solo's *Millenium Falcon* through an asteroid field as it escapes from the Imperial Stormtroopers on Tatooine.





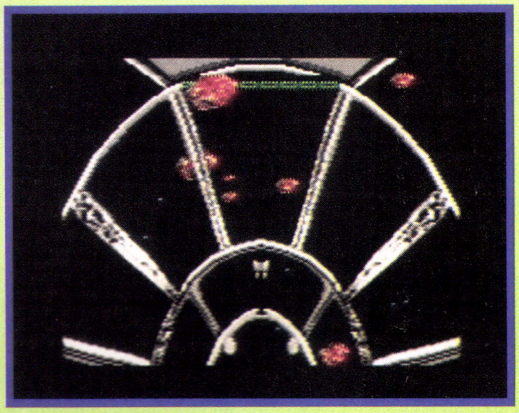


It's interesting to note that the game isn't afraid to rewrite the plot of George Lucas' screenplay for the sake of...well, in some cases, it appears to have been done for the hell of it! For example, when Artoo runs away from Luke's home, Luke chases after him and finds him deep in the bowels of the Jawas' Sandcrawler. (What were they gonna do, resell him and hope nobody noticed?) Later, Luke—not Ben Kenobi—deactivates the Death Star's tractor beam by jumping like mad and blowing it up; none of this "sneak past the Stormtroopers and distract them with the Force" stuff.

Hard-core *Star Wars* fans may be offended by the liberties U.S. Gold has taken, but I thought they were pretty refreshing, sort of like a favorite photograph that's been taken from a slightly different angle.

—Chris Bieniek

Use the Force to plow your way through *Star Wars* on the Game Gear.







GRAPHICS 8

The characters are not as realistic as I would have liked, but their cartoonish appearances make it easier to see them on the Game Gear screen. Cool digitized photos in the intermissions, too.

SOUND/MUSIC 8

The game steps out on a limb by offering "interpretations" of the tunes from John Williams' original score for the movie; there's even a "techno" version of the *Star Wars* theme. Seems a bit sacrilegious, but it really works!

PLAYABILITY 6

The only area in which the game really suffers. Jumping is a bit unpredictable, and there are too many areas where one false move will send you plunging back to the start of the stage.

EDITORS' RATINGS

GORE	MIKE	JASON	NIKOS
8	7	6	9

BANG FOR THE BUCK 7

THE LOWDOWN

Star Wars **fans with Game Gears can't afford to miss this one; the music and unexpected plot twists keep it from looking like a predictable clone of every other *Star Wars* cartridge. Those who aren't familiar with the characters and story line may not be as thrilled with the platform-jumping and weird controls, but it's still well above average for the Game Gear.**

REVIEWS

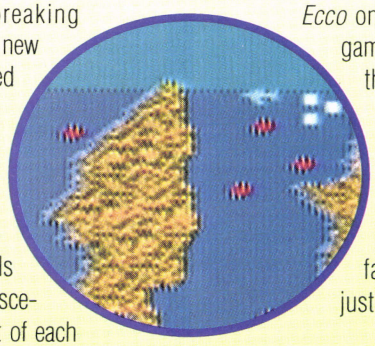
GAME GEAR



PRICE: $39.99
AVAILABLE: OCTOBER
DIFFICULTY: EASY
COMPANY: SEGA OF AMERICA, INC.
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065
PHONE: (415) 508-2800



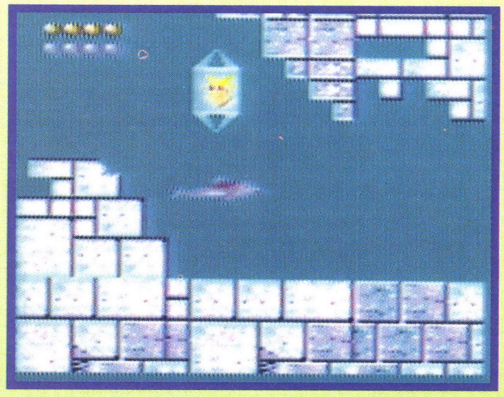
If you thought you'd seen enough of Sega/Novotrade's groundbreaking *Ecco the Dolphin*, think again: This new Game Gear version isn't the distilled clone you might expect it to be. Sure, it's been stripped down for an 8-bit architecture, but the key elements of the original—and I do mean *original*—have been left intact. There's also a new set of levels and puzzles to solve; many of the scenarios are the same, but the layout of each stage is quite different.



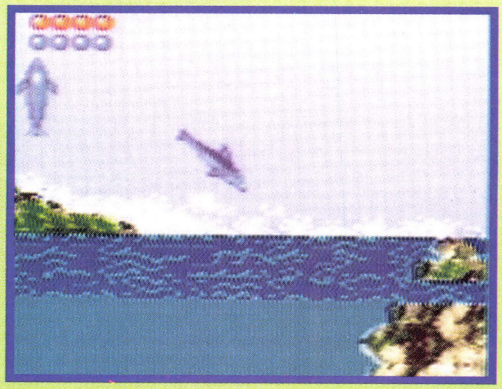
It's a tougher game than the original, too, and it's not because the controls are less responsive; the enemies don't seem to "line up" with your snout the way they do on the Genesis, so it's not as easy to attack them dead-on. That's OK, though; making *Ecco* more challenging does not make it more frustrating. It just makes it last longer, which is a good thing if you're taking your Game Gear on a long trip.

Come to think of it, that's the best thing about *Ecco* on the go: It's perfect for portable gaming. It doesn't try to overwhelm the player with a lot of flashy effects and gimmicks that would be better suited for the big screen. It's subtle and cerebral; a thinking man's action game for those who appreciate the fact that the Game Gear is not just a toy.

—Chris Bieniek



Novotrade's fascinating Ecco the Dolphin comes to the portable scene, courtesy of Sega.









GRAPHICS 8

Not much detail in the backgrounds, and some of the enemies are a bit too crude-looking. Still, the animation of the main character is smooth and attractive, and there's a lot of variety between the different stages.

SOUND/MUSIC 8

While the Game Gear's sound drivers can't quite come up with the "new age" atmosphere of the Genesis soundtrack, the sound effects are very similar—and there are some incredible digitized samples of real dolphin sounds at the start of the game.

PLAYABILITY 8

The controls feel exactly like the Genesis and Sega CD versions of the game—great news for fans of the original, since the unique movements are a key element of the game's success on both platforms.

EDITORS' RATINGS

GORE	MIKE	JASON	NIKOS
8	7	8	7

BANG FOR THE BUCK 8

THE LOWDOWN

Ecco the Dolphin is a highly playable, truly memorable video game experience, and this Game Gear version is more than just a rehash of the existing Ecco games. Forget about the fact that it's an 8-bit portable game! It's got new levels and different puzzles—the only things that are the same are the addicting gameplay and personality.

REVIEWS

GAME BOY

Panel Action Bingo™



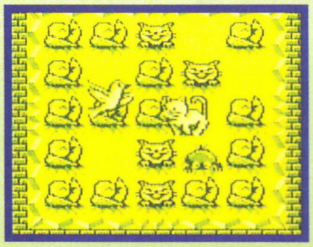
PRICE: $28.99
AVAILABLE: OCTOBER
DIFFICULTY: MODERATE
COMPANY: FCI, INC.
150 EAST 52ND STREET
NEW YORK, NY 10022
PHONE: (212) 753-8100



Panel Action BINGO, the latest Game Boy puzzler, is a racing man's "Bingo." Your objective: To complete five panels either vertically, horizontally or diagonally—like the "Bingo" your grandmother plays at the church hall on Wednesday evenings. But there's no announcer calling out numbers here; in order to capture a panel, you (the bird) must locate and touch the next panel in sequential/alphabetical order before your opponent (the cat) scores "Bingo."

As you progress through the game, the levels become much more challenging. Your opponent gets faster and traps start to appear—if you happen to fall in a Black Hole, you'll lose one of your three chances. If there's a star on the board, you must go around it to get to the panels on the opposite side.

If you're lucky enough to survive four rounds with the cat, you can try your luck in a bonus stage that's strongly reminiscent of the "Whack-a-Mole" games you've played at Chuck E. Cheese's. There's also a two-player game where you and your friend race each other to try to capture more panels.



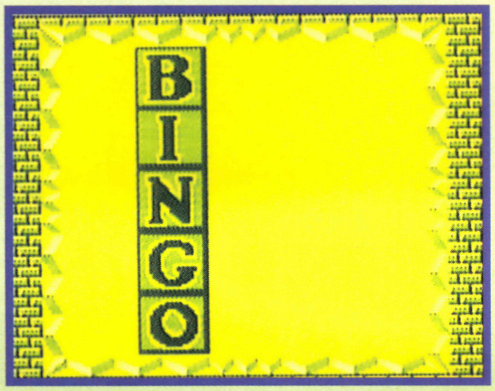
At the start of the game, you can choose to play with letters or numbers, and there are other configuration settings to customize the level of challenge to your liking. The "Ice Stage" has you slipping and sliding around the screen and the "Hide" setting keeps the blocks invisible until you land on them.

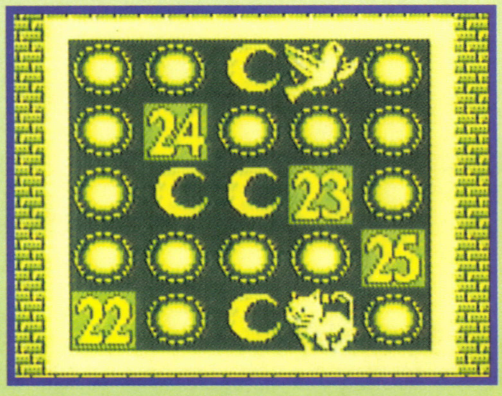


Race against your opponent, the cat, to capture the most panels in *Panel Action BINGO*.

Panel Action BINGO is so plain and simple that it's actually hard to describe—it's almost *Pong*-like. Some of the VIDEOGAMES editors had a hard time figuring out how to play it at first because it's so incredibly obvious that we figured there *has* to be more to it than this!

—Jason Wilburn









GRAPHICS 6

At first the game looks appealing and interesting. But as you progress through the different stages, you begin to realize: Hey, the graphics haven't changed since the first level!

SOUND/MUSIC 6

The sounds are not bad, but not great; they just don't grab you the way a soundtrack should. You'd think that a game with less-than-average graphics would shine in the audio department, but it's pretty standard stuff.

PLAYABILITY 8

This is where the game scores all of its points. Not only is there some thinking involved, but the frantic scrambling for panels makes it fun and addicting for fans of fast-paced action games.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
6	5	6	5

BANG FOR THE BUCK 6

THE LOWDOWN

It's not really an educational game, it's not a strategy game, yet it's not quite an action game either. Panel Action BINGO is an extremely simple game, but the options and progressive levels of difficulty definitely make it a lot more challenging than you'd expect.

REVIEWS

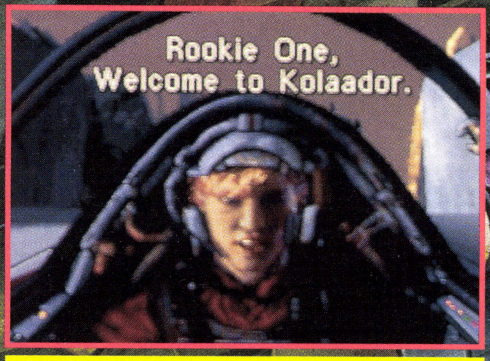
Rebel

LUCASARTS
Version Previewed: IBM PC
Release Date: Late 1993

The staff of *VIDEOGAMES* went up to George Lucas' Skywalker Ranch to preview the new *Rebel Assault* game for Sega CD and the PC CD-ROM. The preliminary versions of the game we played looked and played great. Based on the hugely popular movies, this is the most advanced *Star Wars* game yet. It has 15 levels, completely done in stunning 3-D visuals. Digitized speech and original sound effects and music from the movies round out this 3-D adventure.



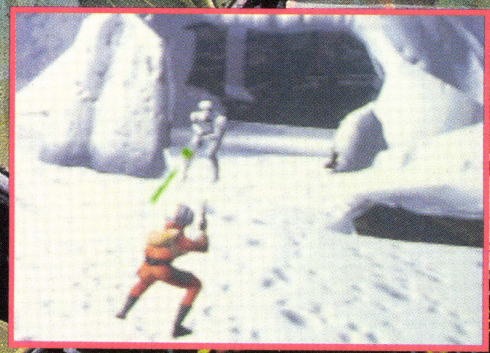
1. The first practice levels allow you to hone your flying skills in Beggar's Canyon on Tatoonie.



2. With practice, you move on to flying an A-Wing fighter through the crystal canyons.



3. Then it's on to Hoth, for a showdown between Rebel Snowspeeders and Imperial Walkers.



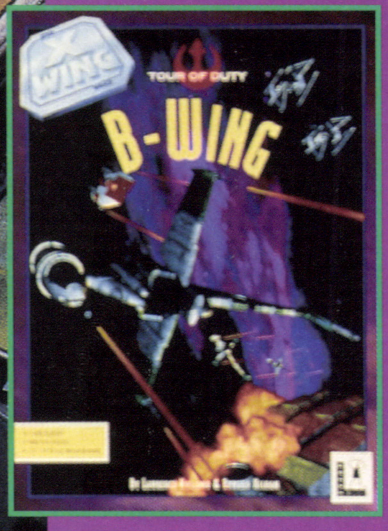
4. While on Hoth, you'll have to fight your way past Stormtroopers to get to your X-Wing fighter.

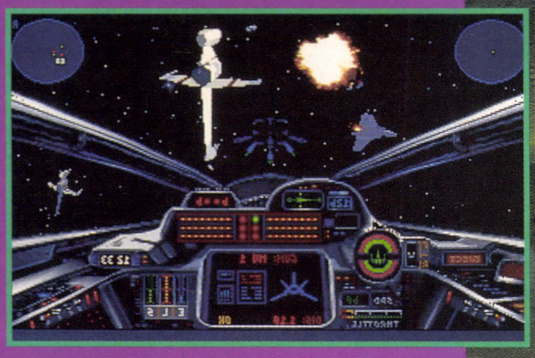
Assault



5. After you've dealt with being chased through an asteroid belt by Tie Fighters, it's on to your final duel with Darth Vader and his menacing Death Star.

May the Force be with you!





B-Wing In Final Approach

Fans of the *X-Wing* and *Imperial Pursuit*, prepare yourself for B-Wing, the new supplement to LucasArts' *X-Wing*. A different ship means new strategies, missions, and maneuvers. Look for it in the Fall 1993.

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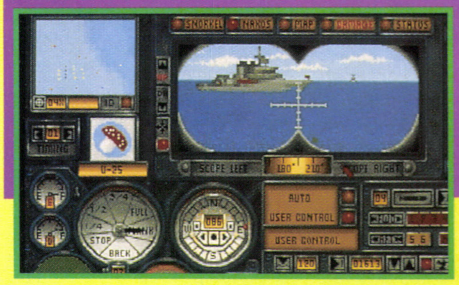
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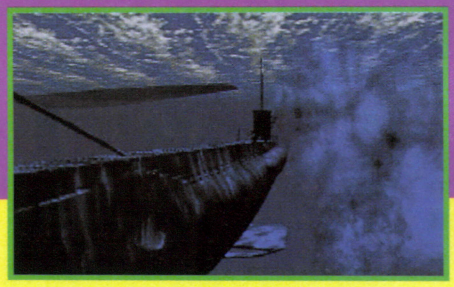
Wolfpack for CD-ROM

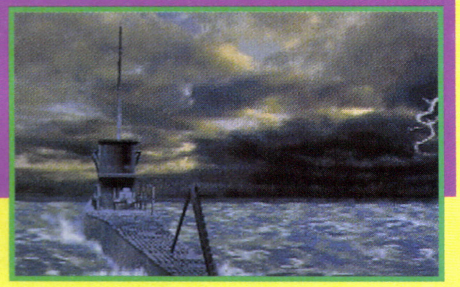
NOVALOGIC

Version Previewed: IBM PC

This new CD-ROM version of the original game packs a lot more value for the punch, including additional missions. Players get a chance to travel back to World War II and command U.S. naval forces. Gamers must engage and defend against menacing Third Reich U-boats, or, if they prefer, they can command German vessels.







Tom & Jerry

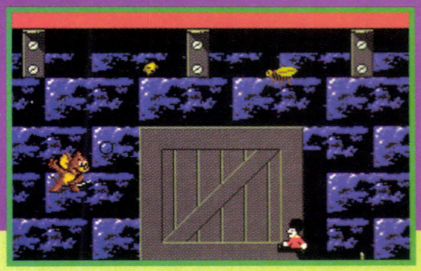


HI TECH EXPRESSIONS

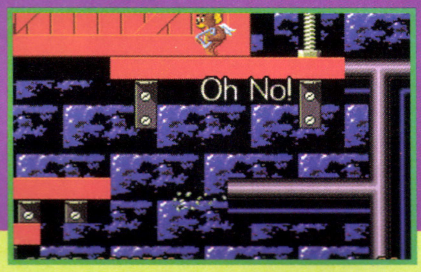
Version Previewed: IBM PC

In this new PC platform game based on the popular television cartoon, players become the riotous Jerry in an effort to outwit Tom. Jerry must also rescue his nephew Tuffy from a trunk in the attic.

There are five levels, or worlds, in the house that the gamer must complete, and each is filled with dozens of challenging obstacles. In the third stage of every level, you'll have to face off with Tom before you can rescue Tuffy. *Tom & Jerry* is targeted toward a younger audience.







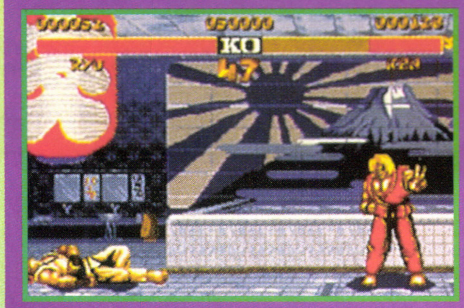
Street Fighter II

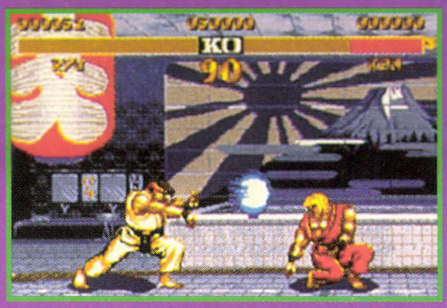
HI TECH EXPRESSIONS

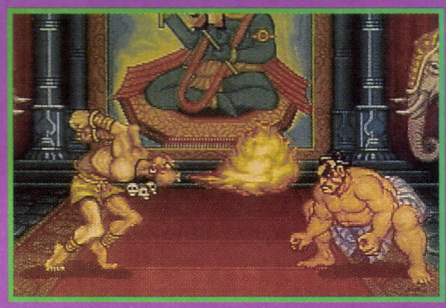
Version Previewed: IBM PC

VIDEOGAMES exclusively previewed the British U.S. Gold Amiga version of this game back in the June 1993 issue. Back then, we said that we weren't sure who would be releasing this game in the U.S. and when it would be available. Well, it seems that that honor has been bestowed upon Hi Tech. *Street Fighter II* will be part of that company's new Game Greats line of entertainment software and will be available by the time you read this.









PC

LANDS OF LORE
THE THRONE OF CHAOS



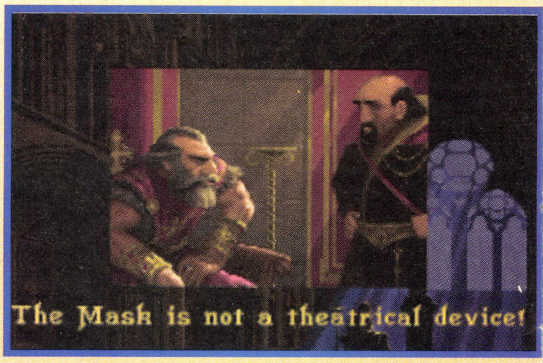
PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: NOVICE
COMPANY: WESTWOOD STUDIOS/VIRGIN
18061 FITCH AVENUE
IRVINE, CA 92714
PHONE: (800) VRGIN07

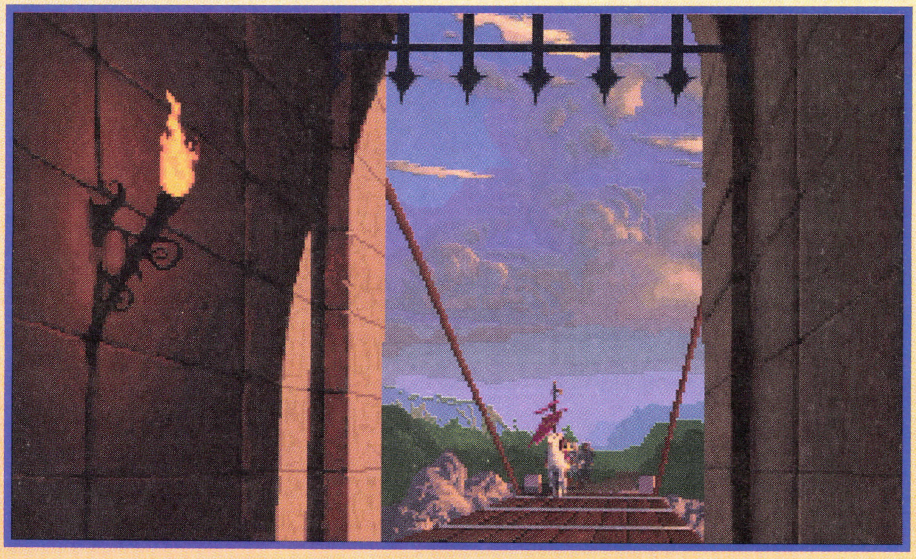
Westwood Studios, the original creators of the popular *Eye of the Beholder* series, is back with an all new adventure in a land far removed from the TSR/SSI banner. *Lands of Lore*, the first in a new series of real-time, 3-D role-playing games, puts you in the kingdom of Gladstone to do battle with Scotia, the wicked witch who has made off with the powerful Nether Mask. Summoned by King Richard, four champions step forward to claim the quest. Choosing which one you'll control, you finally set out on your journey and find nu-

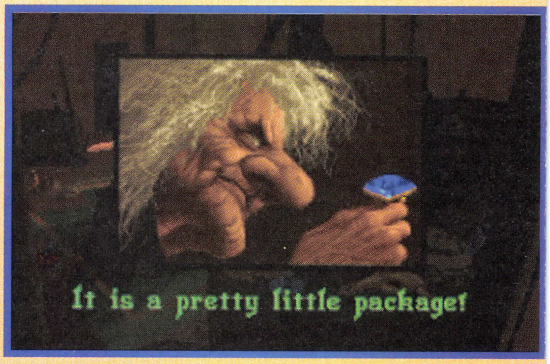


Can you guess which noted bar patron this NPC is obviously modeled after? Hint: It ain't Sam Malone.









REVIEWS

THE BRAND NEW VIDEOGAMES REVIEW SYSTEM!

SYSTEMS

SNES Genesis Neo•Geo NES Duo/TG-16 PC Macintosh Lynx Game Boy Game Gear

MEDIA

Cartridge Super CD CD-ROM Floppy Disk

GENRES

Action Strategy RPG Adventure Shooter Sports Simulations Fighting













merous companions to aid you on your quest.

Presented in a first-person perspective, you begin to scour the lands in search of key quest items that will help you fulfill your goal. The mouse is used extensively for interaction with the game, and it's not unlike a session under Windows. Just point and click to areas on the screen, and you can grab items found on the ground or gather more information through the many static screens that double as NPC interaction situations. For instance, buying a weapon from a smithy isn't done through a scrolling menu; you actually click on the picture of a sword next to the smithy and he'll suggest a price which you can accept or reject. *Lands of Lore* goes out of its way to simplify just about everything you can do in the game.

Unlike other games of its type, *Lands of Lore* presents a vast kingdom to explore, with travel taking place through forests and swamps, to darkened mines, abandoned castles and even a small town.

Though the maps are generally on the smaller side, the many regions to explore make up for the lack of size in the individual regions. A wonderful automapping feature is also included that not only tracks progress, but is smart enough to mark key locations and entrances to other areas. I usually make a set of redundant maps in games that feature automapping, but *Lands of Lore* didn't require that extra effort at all, which definitely leaves more time for playing (and enjoying), and less time given over to manual labor.

Lands of Lore may not have started the real-time sub-genre, but it definitely leads the way for others to follow.

—Danny Han



GRAPHICS 9

Wonderful animation and artwork are the trademark of Westwood Studios. You'll get a kick out of the animated skeleton found in the Urbish mines, who proceeded to startle me when he moved.

SOUND/MUSIC 9

A beautiful soundtrack, but even more impressive are the many digitized sound effects. Just a small problem: there's no ability to use a dual soundboard setup.

PLAYABILITY 8

Westwood took the knowledge they gained from the *Eye of the Beholder* series and came up with a far more playable game as a result. The only thing wrong is that the manual fails to mention important keyboard shortcuts that can be done through the function keys.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
∞	∞	∞	∞

BANG FOR THE BUCK 7

Just right for beginners, but veterans might find it on the easier side and may finish it sooner than they might have guessed for a game that takes 22 megs on your hard drive.

THE LOWDOWN

I can't imagine anyone who wouldn't enjoy this game. Lots of areas to explore, and numerous quests to solve are what makes CRPGs so fun to play. *Lands of Lore* might not be wholly original, but it's definitely a fun place to visit.

MACINTOSH

CHUCK YEAGER'S AIR COMBAT

PRICE: $N/A
AVAILABLE: NOW
DIFFICULTY: ADJUSTABLE
COMPANY: ELECTRONIC ARTS
1450 FASHION ISLAND BLVD.
SAN MATEO, CA 944042
PHONE: (800) 245-4525



Chuck Yeager's Air Combat came out for the IBM two years ago and blew everyone away with its detailed graphics, hyperkinetic frame rate, and intense dogfighting action. Yeah, the flight characteristics of the planes were way off (as anyone who saw one of my insane landings could attest to), but so what? The gameplay was fast, furious, and tons of fun. Now we have the Macintosh version of *Air Combat*, which is identical except for a few extra features.







Air Combat lets you fly planes and participate in campaign missions from three eras of flight: World War II, Korea, and Vietnam. All the major planes of each era are included, from the P-51 Mustang to the F-4 Phantom. There are over a dozen campaign missions for each era, but the game doesn't keep track of your skill as a pilot (or lack thereof). You simply need to beat the missions in a certain order. You can also choose to take a test flight or create your own missions (see below).

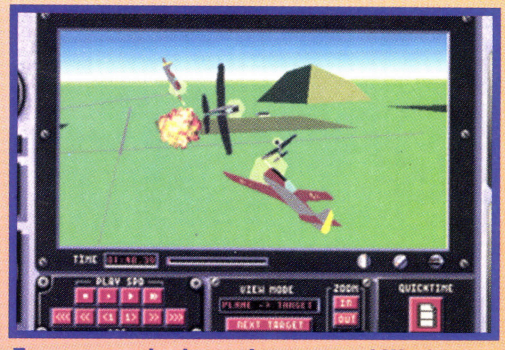
During a mission, you'll notice that the planes are a little *too* easy to fly (the prop planes are slower than the jets, but no harder to control), but you won't mind at all when the bullets start flying. The enemy planes have good artificial intelligence, and the frame rate is fast enough to really give you the feel of high-speed dogfighting.

After each mission, you enter the VCR playback and editing mode to check out your exploits. The Mac version of *Air Combat* has the ability to save out mission films as *QuickTime* clips, and gives you plenty of control over the size and frame rate of the clip. (Keep them small or they'll devour your hard drive.)

The "Create a Mission" option lets you create a fantasy mission by modifying certain details in a Chuck Yeager story: "There I was at 'x' feet, flying an 'x', when I jumped/was jumped by 'x' number of 'x' aircraft." It's great fun to place yourself at a major advantage (or disadvantage) and tear up the nasty opposition.

Best feature: The comprehensive in-game help menu, which can be called up at any time and shows all the various controls in the game. It's very helpful, especially to reviewers who never read the manual until it's time to write the review.

—Zach Meston



Former spark plug salesman and World War II combat ace Chuck Yeager takes you for the ride of your life in *Chuck Yeager's Air Combat*.

GRAPHICS 8

Decent ground detail, nicely rendered planes, and very nice bitmapped explosions. The frame rate is fast even on modest Macs, but you can toggle off various details if you have a wimpy Mac or just want more speed.

SOUND/MUSIC 7

Not much music, but there are good sound effects during flight. The speech samples of Yeager during briefing and debriefing are amusing, especially when you've failed a mission; you can really hear the disgust in Yeager's voice.

PLAYABILITY 8

Very tough to control with the mouse, but a joy to fly with a joystick. (The Gravis MouseStick and ThrustMaster FCS are also supported.) There's a superb in-game help function that can be called up at any time.

EDITORS' RATINGS

GORE	MIKE	CHRIS	JASON
9	8	7	7

BANG FOR THE BUCK 8

THE LOWDOWN

The Lowdown: Computer games age in dog years—last year's "whoa" is this year's "ewww"—but two-year-old *Air Combat* kicks as much butt as it ever did, and the Mac version has a few really sweet features the IBM version doesn't.
Easily the top Macintosh flight sim.

REVIEWS

Give Your Joystick a Thrill.

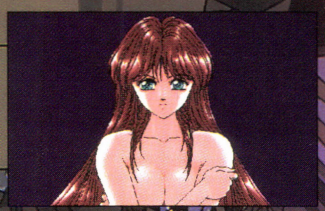
In the early 21st century, staged fighting has become a lucrative profession for female hardbodies, with dozens of legal arenas in the city. But for the leanest, meanest warriors, the real money comes from the illegal bouts held outside the city. It's the hottest day of the summer and you're baking inside a dilapidated warehouse. You — and your opponent — wear the latest in MECHA armor. The best fighting armor in the world.

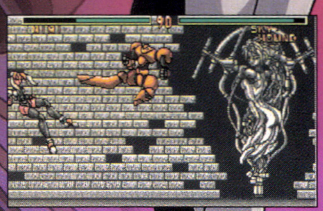
METAL & LACE

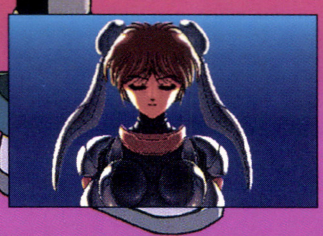
THE BATTLE OF THE ROBO BABES

This won't be any picnic. With the intense heat and action, you'll both end up in less than full body dress.

It's dream babes in heavy armor battling for prize money — action packed, arcade style fun for your PC. But be warned — with its intense violence and voluptuous women, Metal & Lace: Battle Of The Robo Babes is for mature audiences only. And not for the faint hearted. Available now at your nearest dealer or call **1-800-258-MEGA.** Or write Megatech, P.O. Box 11333, Torrance, CA 90510. Visa, Mastercard, checks accepted.







System requirements: 286-20 or faster machine (386 recommended) with 640K RAM, hard disk, joystick recommended. Operating Sys.: MS DOS 3.3 or above, Windows 3.1. Graphics compatible with VGA. Sound support: Sound Blaster, Sound Blaster Pro, Thunder Board, Pro Audio Spectrum , Adlib Gold and Speed Master.

NR-13 This game is not for the faint-hearted. Contains violence and some material inappropriate for minors.

NOT RECOMMENDED FOR PLAYERS UNDER 13.

None of the games developed by Megatech Software has been rated by the MPAA.

For a free demo, call our 24hr. BBS at 310-539-7739. (8N1)

MEGATECH

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CIRCLE #114 ON READER SERVICE CARD.

PC



PRICE: $N/A
AVAILABLE: NOW
DIFFICULTY: MODERATE
COMPANY: STRATEGIC STUDIES GROUP
8348 MONTICELLO DRIVE
PENSACOLA, FL 32514
PHONE: (904) 469-8880



A sequel to SSG's best-selling *Warlords*, *Warlords II* improves upon the fantasy war gaming formula that made the original so popular. The premise is a simple one: Using every means at your disposal, you must marshal an army of brave men and fantastic creatures to conquer the lands of Etheria and unite them under one ruler—you.

Six predefined campaigns are included, ranging from a beginner's tutorial (with only six cities to conquer) to sprawling, continent-spanning scenarios with 80 cities, 40 ruins to explore and up to eight players. A random map generator is also included, allowing you to create new worlds on a whim. Regardless of which scenario is chosen, the goal is always the same: world domination. To reach that goal, *Warlords II* gives you a plethora of combat units, from the ordinary (human scouts) to the supernatural (demons and dragons). Every unit has a cost, with cheaper units being quick and inexpensive to produce and more powerful units—like Elephants and Pegasi—costing more gold and time to create.

Save the land of Etheria from the fell clutches of your enemies!









Moving those units about the *Warlords II* game world is facilitated by a polished point-and-click game interface, replete with on-line help and a computerized military advisor. Moving armies about the game map (which remains shrouded in blackness until scouted by your units) is accomplished by pointing on them and clicking where they should go, with a right click of the mouse giving a description of the object in question. All of these playing amenities come in handy when dealing with computer opponents; three computer difficulty levels are available, ranging from Knight (weakest) to Warlord (toughest). In addition, computer players can be assigned distinctive playing personalities, too.

Addictive as *Warlords II* can be, all is not perfect. Game play was slow on 386-based machines; even when running on a fast 486 machine, the computer often took a considerable length of time to finish each turn. Support for modem, serial-link and network play would be a boon, and a more detailed tactical combat option would appease the more hard-core elements of the war gaming crowd. In the final analysis, however, these are only minor complaints: *Warlords II* is simply too much fun to resist.

—Jeff James

GRAPHICS 7

High-resolution VGA graphics give *Warlords II* a polished look, and the artwork used is fresh and original.

SOUND/MUSIC 8

The unobtrusive background music is never tiresome, and the digitized speech of the enemy warlord is first-rate.

PLAYABILITY 7

Although modem and network play would be welcome, *Warlords II* has more than enough playability. A random scenario generator and variably skilled computer foes give this game exceptional longevity.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
5	7	7	9

BANG FOR THE BUCK 8

THE LOWDOWN

Minor gripes and quibbles aside, *Warlords II* is a highly playable strategy romp through a fantasy game world. A worthy and addictive successor to the original *Warlords*.

REVIEWS

PC

GATEWAY 2 HOMEWORLD

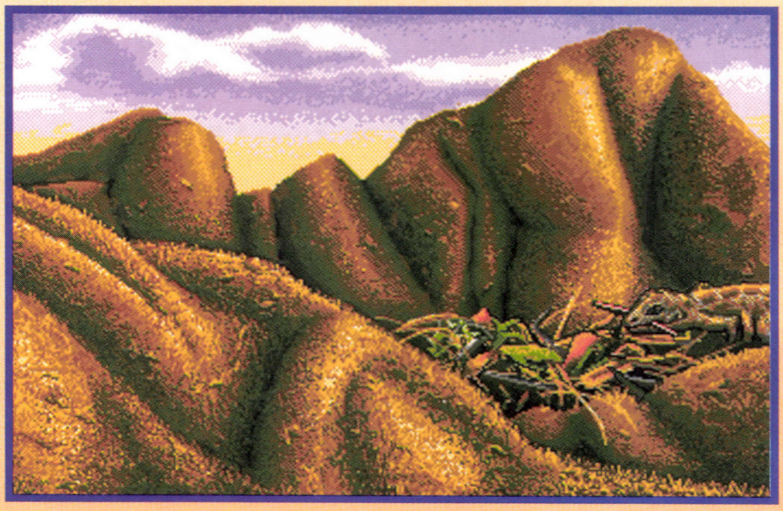
PRICE: $59.95
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: LEGEND ENTERTINMENT
14200 PARK MEADOW DRIVE
CHANTILLY, VA 22021
PHONE: (703) 222-8500

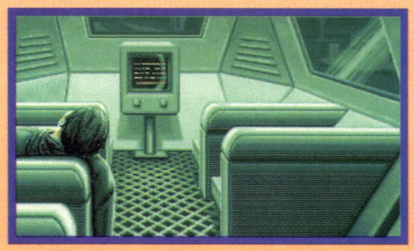


Having a knack for getting things done, you're called to explore a gigantic starship waiting silently near Pluto. After a rocky trip across the solar system, you find that you're not the only one who has visited this ancient starship.

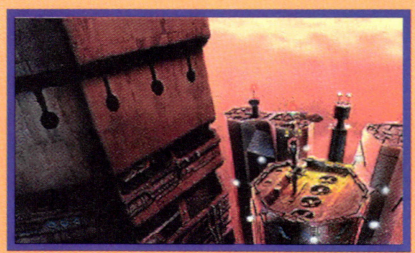


Gateway 2 relies heavily on its text-based parser to present the game world. Through the parser, the game world is both presented and interacted with. Much like a story, you'll read locations and descriptions word for word, as if reading a book. Then, to interact with the game, you simply type a sentence with your basic subject and predicate structure. Of course, with this type of attention to detail, *Gateway 2* has some very difficult puzzles to solve. Now, I didn't come across any puzzles that had solutions that didn't make sense, so that's a plus for any game that has a high difficulty level. I should note in all fairness that Legend does provide a hint book in the package, so getting stuck isn't such a harrowing experience.





Though largely text-based, Gateway 2 offers the ability to use the mouse for those more comfortable with the point-and-click approach.



Unlike the Infocom text adventures of late, *Gateway 2* doesn't confine itself totally to typing. The game sometimes makes use of the mouse for various key scenes (keyboard equivalents are also available). One particular example is the console room aboard the alien starship. A full-sized screen is brought up that depicts the alien console. Pressing the on-screen buttons with your mouse brings up certain functions that make you feel as if you're actually using a computer console. This approach is definitely easier on the player, and successfully bridges the gap between text adventures and those with a more contemporary approach.



If you're looking for a game that pushes the technological envelope, *Gateway 2* isn't necessarily it. No mesmerizing graphics or fantastic sound effects to knock you off your feet—just a great story and a very high difficulty level. If you can handle lots of typing and lots of puzzles, then *Gateway 2* is worth checking out.

—Danny Han

GRAPHICS 7

Hi-res, 16-color screens are well-drawn, but the lack of on-screen colors is evident. Key cut scenes done in 256 colors are beautifully rendered, but aren't all too frequent.

SOUND/MUSIC 6

Nothing particularly noteworthy, but neither is it bothersome. Digitized sounds, if only a few, would certainly have spiced things up a bit.

PLAYABILITY 7

The text parser is a dying breed that offers a certain flexibility not available through any other mode of interaction. *Gateway 2*'s parser is intelligent enough to understand even the barest sentence structures.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
6	6	7	6

BANG FOR THE BUCK 7

THE LOWDOWN

Only for serious adventurers who enjoy the aging parser system. Otherwise, if you're not into the touch-typing and lots of reading thing, you'll want to pass this one by.

PC

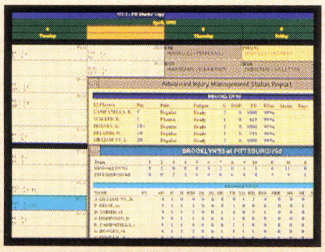
APBA BASEBALL FOR WINDOWS

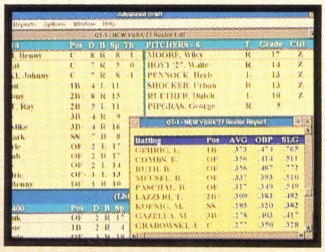
PRICE: $59.95
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: MILLER ASSOCIATES
11 BURTIS AVE., SUITE 200
NEW CANAAN, CT 06840
PHONE: (800) 654-5472

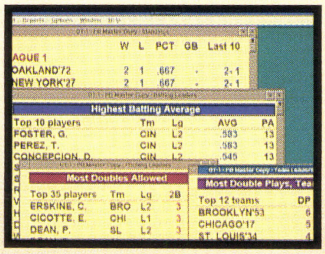


Now here's something you don't see every day—a baseball game for the *Windows* environment. A collection of four integrated programs, *APBA Baseball for Windows* (*BBFW*) lets you manage a team, draft players or design a complete league to your own specifications.

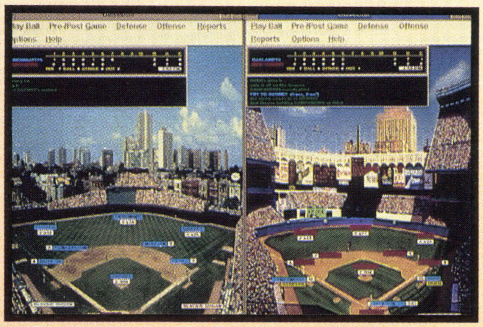
The main program is the actual game simulator, which lets you watch games in Spectator Mode, play against the computer, play against a friend or manage both teams and play yourself. The game comes with 20 different teams, ranging from 1905 to 1982, and features four ballparks. It's compatible with previously released *APBA* team disks. The StatMaster program lets you view or print statistical player performance tables, league standings, team reports and leader boards. The Advanced Draft lets you manage your league. You can create and edit leagues, team rosters and player lists. The final program, the League Manager, lets you create and maintain season schedules for your league and simulates player fatigue and injury during the season.

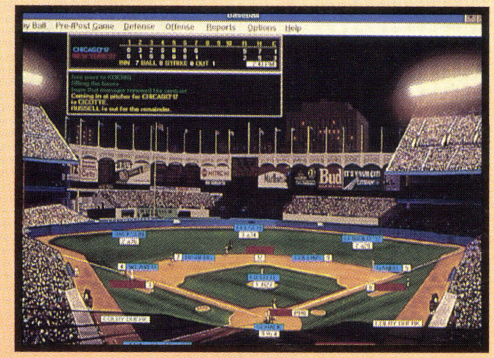






The graphics in *BBFW* focus on one thing: the ballparks. Three of the fields are exquisitely rendered in 256-color day and night versions, along with more standard 16-color editions. The fourth is just a generic diamond. The ballplayers' names are overlaid on the field to show what position they're playing or, for the offensive team, who's on what base. The "action" is displayed in a text window on the scoreboard: "He swings—it's a fly ball to the gap in right—WHITE's racing over—so's FOX—it drops in for a hit—and HOOPER will make second easily—double." Hooper's name will then be superimposed over second base on the picture of the ballpark.







BBFW puts all of *Windows*' bells and whistles to good use, making even the most complex features of the game easy to use. An icon bar lets you easily make your managing decisions with a click of the mouse. One of the interesting things about running in a multitasking environment is that you can load multiple copies of *BBFW* and play several games at once. *BBFW*'s incredible statistical depth and tightly integrated League, Stat and Draft programs make it one of the best of the genre; some animation and sound in a future release could broaden its appeal beyond the die-hard simulation fan.

—Jeffrey Tschiltsch

BBFW uses a heavy statistical base that allows you to create and manage teams.

GRAPHICS 6

While the display is colorful and easy to understand, I was disappointed that there was no animation of any kind, not even a graphic of a player on the base instead of just the name.

SOUND/MUSIC 5

Limited to national anthems and your *Windows* system sounds, which signal when you need to do something.

PLAYABILITY 8

Playing a game is composed of making managerial decisions for the team. You decide if a player bunts or swings away, stays at first or tries for second, but the simulator determines the outcome based on complex algorithms and statistics.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
8	7	8	7

BANG FOR THE BUCK 6

THE LOWDOWN

BBFW **is a baseball simulator in the strictest sense; there's nothing here for arcade fans. If you're a die-hard baseball fan that's into stats then this is the computer game for you.**

REVIEWS

PC

SEAL TEAM

PRICE: $N/A
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: ELCETRONIC ARTS
1450 FASHION ISLAND BLVD.
SAN MATEO, CA 94403-7578
PHONE: (415) 513-7541

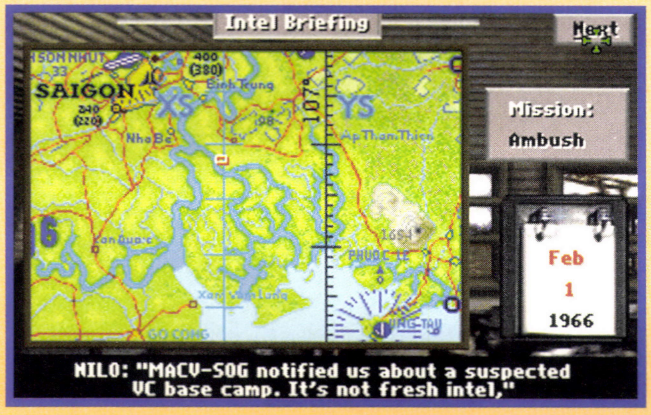


SEAL Team puts you in command of four NAVY SEALs involved in a long campaign during the Vietnam War. Eighty missions provide the backdrop for the engaging campaign, but you're free to practice any you wish through a practice session. When you're ready to tackle the campaign, you'll have your chance to receive commendations and promotions through the many missions that range from patrols and ambushes, to rescue attempts and demolitions. A total of six mission types are divided among the eighty missions provided, giving you a variety of goals to accomplish during the course of your campaign.

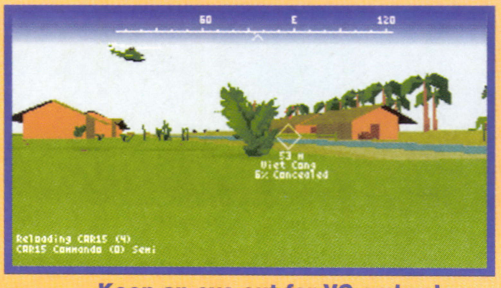
SEAL Team isn't very difficult to learn, since controlling the movements of a virtual human tends to be pretty straightforward. Push forward on the joystick to move through the jungle, and press the button to fire at the selected target. What's difficult is the actual planning that goes into pulling off a mission successfully. Crash straight into a village and chances are you'll be history as VC troops open up firing from hidden trenches and buildings. It's not too difficult to understand why, then, the game's pace is so slow. Being cautious and learning to avoid heavy gunfights is what makes *SEAL Team* a simulator, and not a glorified shoot-em up. And that's where this game will find its audience: not with the *Wolfenstein 3-D* junkies of the '90s, but with the calculating gamer who enjoys more than just lobbing frag grenades all over the place and going home with a really high score.

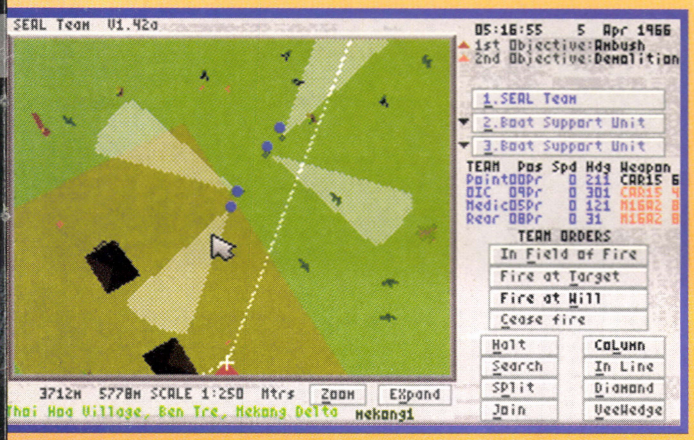
—Danny Han











Keep an eye out for VC ambushes and the many diabolical traps set up to foil nosey commandos.

GRAPHICS 7

Not exactly the cutting edge of 3-D technology, but coupling bitmapped graphics with filled vectors isn't something you see too often in more serious simulators, so its a refreshing change of pace. Too bad these cyber-jungles aren't as tangled as the real ones they're modeled after.

SOUND/MUSIC 7

No riveting music to knock you off your chair, but the digitized sounds will certainly capture your attention. Not only are they cool to hear, you'll also have to pay careful attention to them since they signal the various situations that occur during the course of a mission.

PLAYABILITY 7

It's not too difficult to figure out how to control your commandos or what keys you need to press in order for your unit to carry out specific orders. The numerous missions are no pushover, as often you'll come across a mission that requires several attempts before you'll succeed in completing it. Definitely an exercise in patience.

EDITORS' RATINGS

GORE	MIKE	CHRIS	JASON
8	9	8	7

BANG FOR THE BUCK 8

THE LOWDOWN

SEAL Team **takes the little-seen genre of ground combat and puts it into the familiar setting of 3-D graphics. Players who enjoy calculating tactics, along with occasional bursts of intense ground fighting, will certainly find SEAL Team money well spent. Players looking for shoot-em up action exclusively will be slightly disappointed by its subtle leaning towards the tactical.**

REVIEWS

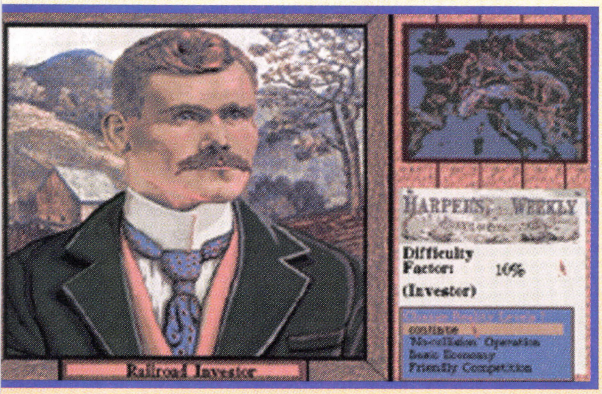
PC



PRICE: $59.95
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: MICROPROSE
180 LAKEFRONT DRIVE
HUNT VALLEY, MD 21030
PHONE: (410) 771-1151

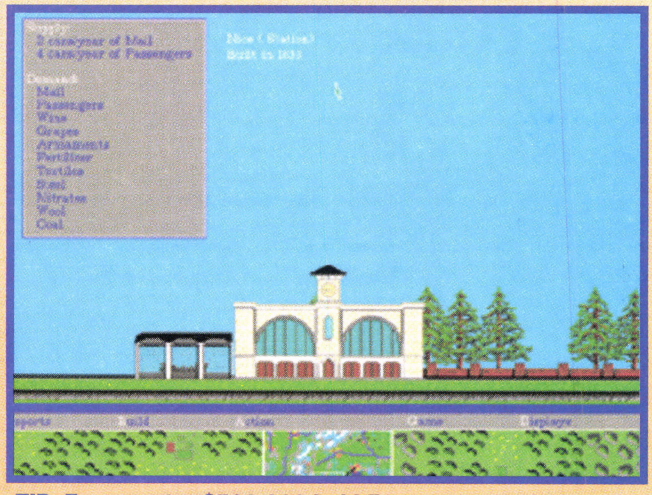


Railroad Tycoon Deluxe, an enhancement over the original by Sid Meier (of *Civilization* fame) is more than just a playground for building railroads. You control not only the construction and operation of the trains, but the stock purchases and investments to keep the business on its feet. Prove yourself to be as competent a businessman as the likes of J.P. Morgan, and you might land yourself a job as President of the United States.



Railroad Tycoon Deluxe offers a multitude of scenarios for play by including four major locations: North America (further broken down into East and West), Europe, South America and Africa. All contain precise geographical locations, complete with respective towns and cities, as well as natural resources unique to these locations that can be exploited to increase revenue and power against competing railroads. The 170-page manual is well-written, but one major complaint must be addressed. It is a simple reprint of the manual from the original game, which included a tutorial chapter for learning the ropes. Unfortunately (and without explanation anywhere), the tutorial itself was removed from the game, leaving players with no previous *RailRoad Tycoon* experience to fend for themselves. Not a good start for something that's a "deluxe" version of the original game. Fortunately, it's a very smooth ride the rest of the way.

In game time, you can take control up to 100 years, depending on the level of play. During the course of your career, many events can occur that can either hinder or bolster your progress in the railroad industry. Hostile takeovers from competing railroads can occur if stock purchases exceed a certain percentage, or devious tactics such as blocking competing routes with your own railroads are just as effective. Though *Railroad Tycoon* only allows solo play (a two-player game would take far too long), it does offer a suitable amount of challenge, as the computer assumes control of the countless competitors out to make a name for themselves.



TIP: For an extra $500,000 hold F1 and press the dollar sign (Shift-4).

Railroad Tycoon is a highly involved simulation that will keep you engrossed for countless hours. A great escape into a bygone era, *Railroad Tycoon* manages to teach as well as entertain.

—Danny Han



REVIEWS

GRAPHICS 7

Not exactly a graphical masterpiece, as the best graphics are limited to the static pictures that appear from time to time. Biggest complaint goes to the rather small typeface.

SOUND/MUSIC 7

Loads of digitized sounds, but the recording method really isn't necessarily the greatest. You can actually hear the clicking of each digitized clip as the sound starts and ends.

PLAYABILITY 8

A bit tricky at the start, no thanks to a tutorial that decided to go AWOL. Fortunately, the manual does a great job of explaining everything you'll need to know.

EDITORS' RATINGS

GORE	MIKE	NIKOS	NIKOS
8	9	8	9

BANG FOR THE BUCK 8

THE LOWDOWN

A game of immense scope that just so happens to be pretty easy to learn. So what if it doesn't score the highest in graphics or sounds; the game play's the thing, and this one is sure loaded with it.

PC



PRICE: $49.95
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: MAXIS
2 THEATRE SQUARE
ORINDA, CA 94563
PHONE: (800) 33-MAXIS



O.K., just when you think you've seen all the *Sim* games that could possibly come into creation, we get hit with another title. And believe me, there are plenty more to come!

The game starts off with a map of the United States with a few squares highlighted. You can either select one of these highlighted regions or you can design one of your own, setting the topographical characteristics and climate attributes.

Once you've selected your homestead, the game goes to an overhead perspective of your currently barren farm. At this point, you begin to plow, plant and maintain your crop(s). Several different factors will have effects on how well your crops do (e.g., drought, winds, insects, etc.).

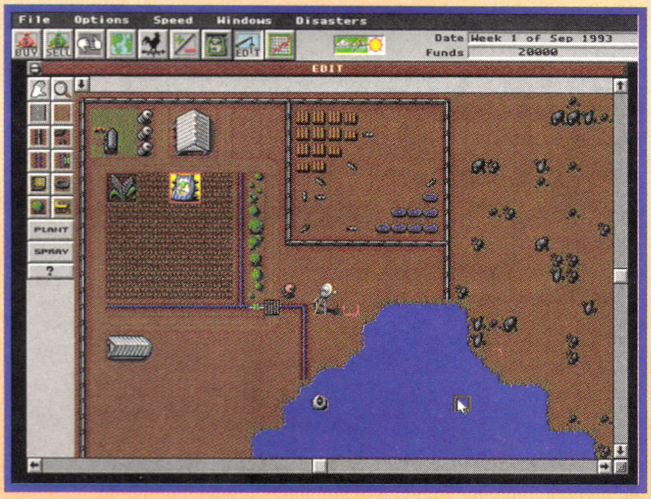
A predetermined amount of money at the start of the game will determine how much money you can spend on equipment, crop seeds, pesticides and fertilizers. You'll have to go easy on the spending until you can turn over a good profit from the sale of your crops. Somewhere on the map with your farm is a developing town. How large that town gets depends on how well your farm does.

SimFarm uses an icon-based menu system for its interface. Selecting an item brings up a window box with a load of information. After all these *Sim* games you'd think that Maxis would have smartened up and added an undo button somewhere on the menu bars, but no such luck, Bud. You make a mistake and there's no way to undo it without spending more cash.

The games designers tough *SimFarm* as *SimCity*'s "country cousin" and country cousin it is—straight from hicksville (and I not talking about that town in Long Island). If you're into learning the fine intricacies of farming and the patience that it requires, then *SimFarm* might be your cup of tea.

—Mike Davila







Maxis' *SimFarm* is targeted primarily at owners of previous *Sim* games.

GRAPHICS 7

These graphics are nothing to write home about, but they are suitable for the material at hand. Maxis is successful at presenting the game graphically for its genre.

SOUND/MUSIC 6

Just as in the graphics department, not many bells and whistles. In fact you'll find the music down right irritating if you listen to it for too long and will probably shut it off as I did.

PLAYABILITY 7

You could say that *SimFarm* is as playable as the rest of the *Sim* games. If you're expecting for a lot of things to happen right away, you better try another game better suited you speed.

EDITORS' RATINGS

GORE	JASON	CHRIS	NIKOS
7	6	5	6

BANG FOR THE BUCK 7

THE LOWDOWN

I'm starting to wonder if Maxis might be hitting the overkill target by introducing this title. But on the other hand, I can't wait for *SimCity 2000*. The problem with this game is that you really have to be a fan of these type of sim to get the most enjoyment.

REVIEWS

PC



PRICE: $59.95
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: CAPSTONE/INTRACORP
7200 CORPORATE CENTER DR.,
SUITE .500
MIAMI, FL 33126
PHON (800) 468-7226



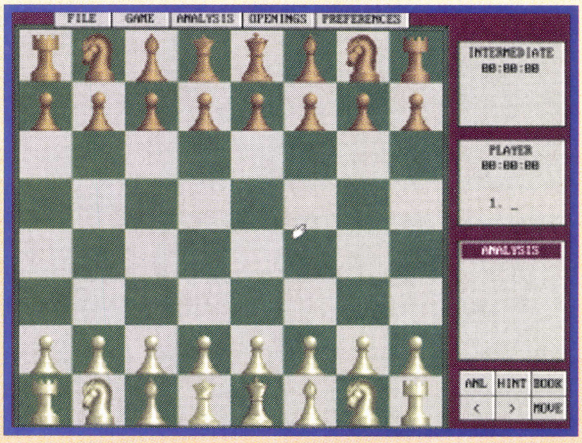
So you want to be like Bobby Fischer? Well, here is your chance. Whether you're a novice player or even a grand champion, you will find a challenge somewhere in this program for you. This is your classic chess, revised to include better options than previously offered by any other chess software. Capstone has pulled all the tricks from the bag to put interest back into a game that many thought had gone as far as it could go.

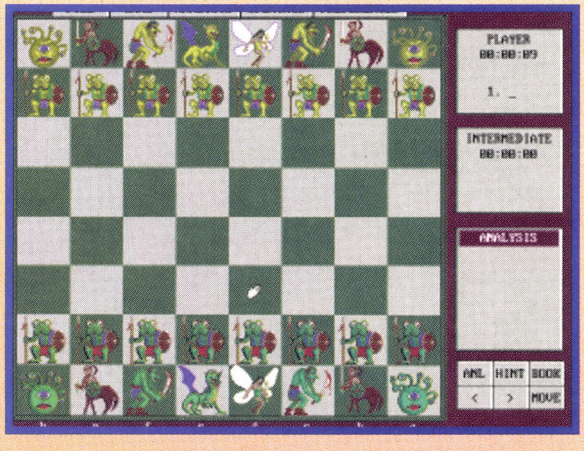
With the game's tutor option, even a novice can learn to play up to par of an average player in just a matter of a few games. Then, when you get the hang, you can take on the computer at a novice level and test your abilities. Even if you're struggling and you need some help, there's always the "take a hint" option.

And how many of us are oh so tired of that boring classic piece set? Well, you'll be bored no longer with Grandmaster Chess Deluxe. You not only can choose your piece set, ranging from humans to space beings to abstract art pieces (one of my favorites is the monster set, which includes fairies and dragons), but you can also select your playing board. Two I like are the marble surface and metal. Another feature is the ability to telecommunicate your game from one modem to another. When finished playing your game, you can even print your move list.

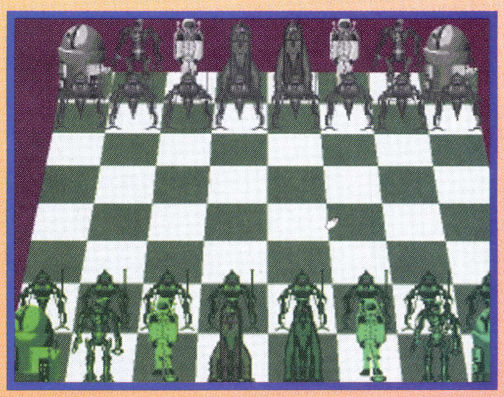
Those who seek the ultimate challenge can take on the Grandmaster himself. If you're lucky (and I do mean lucky) enough to beat the computer at that level without using any of the options available to you, then you will receive a certificate of completion at the highest level printed on your printer. Capstone has also done the impossible: It has challenged all other chess programs to battle it out. If you own another chess program and you feel it is superior to all other competition, then take on the Grandmaster with your program. If it wins, Capstone will gladly refund your purchase price.

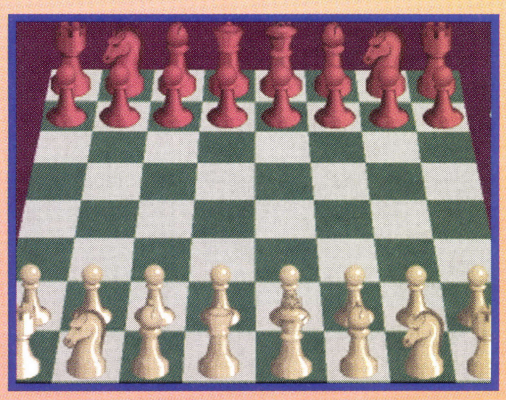
—Jason A. Wilburn





Check out your reflection in the metal playing board.





REVIEWS

GRAPHICS 8

With all the options you have, you can't go wrong with the graphics because you choose them all yourself. So, if you don't like them, then give another set a chance.

SOUND/MUSIC 5

There aren't much in the way of sounds, but what can you do?—it's chess. I could've used a music option, but there isn't one, so grab a Walkman and plop in your favorite tape, 'cause you won't be hearin' any jammin' tunes here.

PLAYABILITY 7

The controls are easy if you have a mouse, but you need to be familiar with chess to understand the keyboard inputs. There is a tutor to step you through if you're a beginner.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
7	7	8	8

BANG FOR THE BUCK 10

THE LOWDOWN

All in all, there is no rival to this classic game, with greater options than any other software. You can even boot up and challenge your friend across the street—or across the world—to a friendly little game of chess.

PC



PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: ICOM SIMULATIONS, INC.
648 SOUTH WHEELING ROAD
WHEELING, IL 60090-5767
PHONE: (708) 520-4440



I never played the original computer version of *Uninvited* released in 1987, but I did play the NES version released in 1990. (Hey, I was paid to do it, I had no choice.) This version is incredibly superior to the NES version, and I'm guessing it's miles better than the '87 version, too.

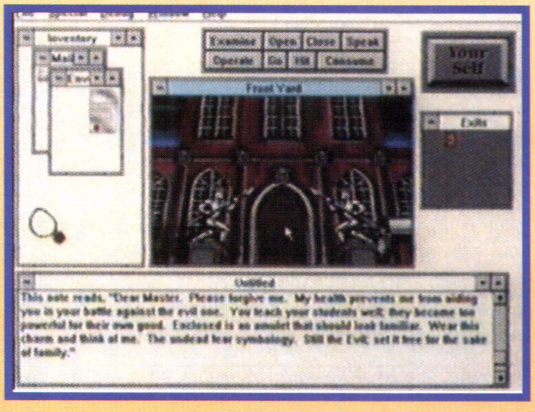
The *Uninvited* of the title is you and your brother, who get into a car accident right in front of a large spooky mansion. Your brother goes in and doesn't come out, so you enter the house to find him. Oops. Now the front door won't open and you're stuck here until you can find the way out.

To do that, you need to explore the rooms of the mansion, grabbing items and solving puzzles in the grand tradition of graphic adventures. Typical (and simple) example: There's the ghost of a Southern belle in the hall who keeps ripping your face off. (Don't you hate it when that happens?) Grab the "No Ghost" bottle from the upstairs closet and use it on the belle before she turns around. That's one less danger and one step closer to finding your bro.

Ghosts, goblins, and Southern belles with a noticeable lack of skin are among the inhabitants of the haunted house in *Uninvited*.









The interface takes full advantage of the Windows interface to make the game very user-friendly. The eight commands (Examine, Open, Close, Speak, Operate, Go, Hit, and Consume) are available are activated by clicking on various buttons. To examine items, you simply double-click on them. To add items to your inventory, you simply drag them into the Inventory window.

The game even uses the Windows Help feature to explain to ultra-beginners how the interface works.

The graphics are excellent, although the window they're displayed in is a bit smaller than I'd like. Super VGA is the best thing to happen to games since, er, VGA. The sound effects are good, but sound a bit muffled coming through my Sound Blaster Pro, and the game freezes whenever a sampled sound is played. For example, every time the thunder effect kicks in, the action stops for almost 10 seconds. To quote Cajun Man: "Frustra-shown!"

Uninvited doesn't have any real problems other than it's really just an old game with new graphics and sounds. Adventure games have come one hell of a long way since 1987, and *Uninvited* is a throwback to days (and interfaces) gone by. Still, the puzzles are challenging and the graphics are very nice indeed. If you played the original version, it's probably not worth getting this update; if you never played the original version, this is definitely worth a glance.

—Zach Meston

GRAPHICS 8

The Super VGA pictures are "real purty," but they've been crammed into an uncomfortably small window in the middle of the screen. No big whoop.

SOUND/MUSIC 8

There's no music (until the very end of the game), but plenty of sound samples—thunder, screams, the usual haunted house noises. Too bad the game freezes temporarily whenever a sound sample is played.

PLAYABILITY 8

Windows isn't exactly my favorite user interface, but Uninvited's point-and-click control works very well under it. You'll barely have to touch the keyboard.

EDITORS' RATINGS

GORE	MIKE	CHRIS	NIKOS
7	6	8	7

BANG FOR THE BUCK 8

THE LOWDOWN

Amazing how much better a six-year-old game gets when you grace it with Super VGA graphics and sampled sounds. This game's so much fun, it's worth putting up with the *Windows* interface to play it. Check it out.

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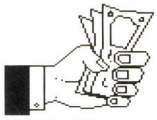
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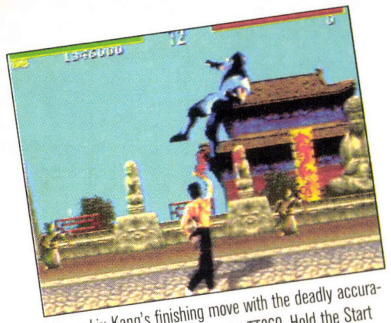
CIRCLE #121 ON READER SERVICE CARD.

Coming in the December 1993 issue of

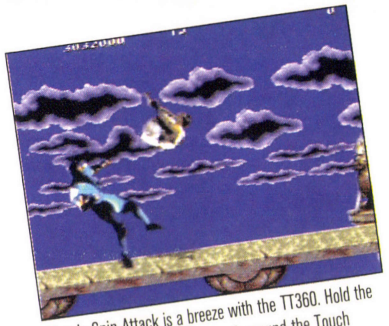
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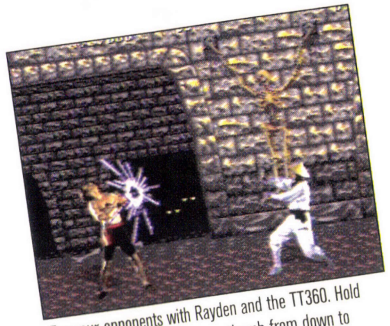
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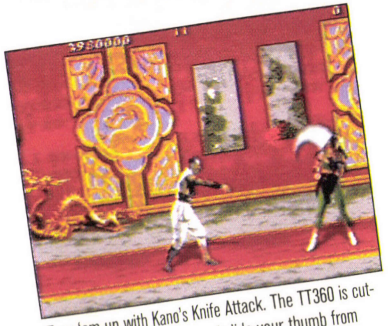
Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



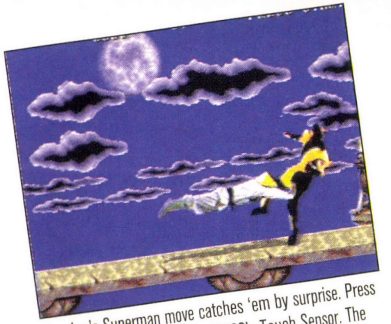
Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



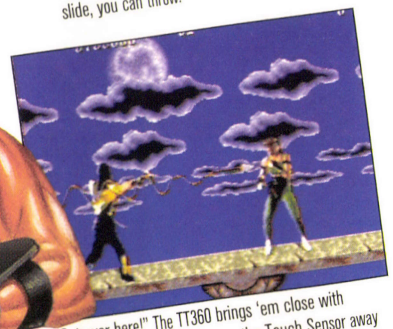
Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!



Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT



When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.
So, go into Kombat to win – go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

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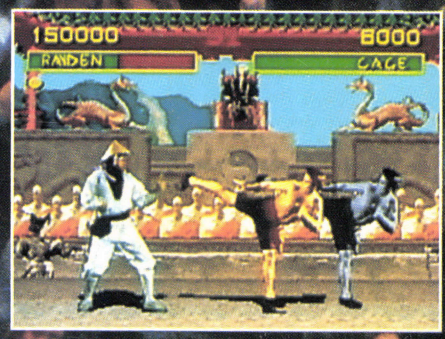
"FIGHTING GAME OF THE CENTURY"
SEGA VISIONS, AUGUST/SEPTEMBER '93

"SUPERIOR PLAY CONTROL AND GRAPHICS"
NINTENDO POWER, JULY '93

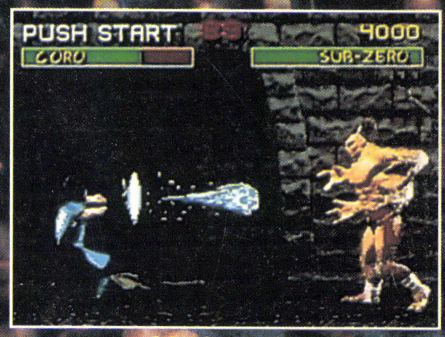
"AWESOME FIGHTING ACTION!"

GAME PRO, SEPTEMBER '93

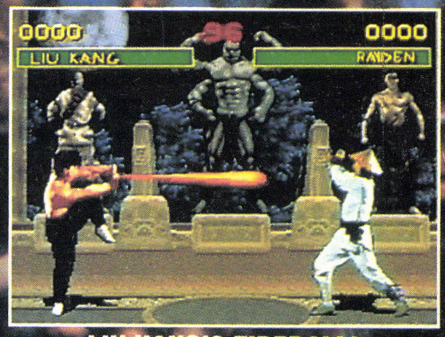
"MORTAL KOMBAT... EARMARKED TO WHIP STREETFIGHTER II INTO THE PIT WHERE HAS-BEENS FESTER"
GB ACTION, AUGUST '93



JOHNNY CAGE'S SHADOW KICK!



GORO LIVES!



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FINISH HIM!



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